



**SOCIETE
CENTRALE
CANINE**



FOR THE IMPROVEMENT OF BREEDS OF DOGS IN France
Officially approved organisation (by decree of 28th April 1914)
155, Avenue Jean Jaurès, 93535 AUBERVILLIERS Cédex

**RULEBOOK OF FRENCH
RINGSPORT TRIALS FOR
WORKING DOGS**



2008

GR groupe
travail
ing

RULEBOOK OF FRENCH RINGSPORT

TRIALS FOR WORKING DOGS

Prepared by the Groupe de Travail Ring at meetings held on 17/12/06 and 29/06/07
Officially approved by Commission d'Utilisation Nationale on 28/02/07 and 10/07/07

Ratified by the Committee of the S.C.C. on 17/07/07

Applicable from 28/06/08

Non-modifiable for a period of at least 5 years by decision of the S.C.C.

To be used in working dog trials organised
by the **SOCIETE CENTRALE CANINE (S.C.C.)**
or **AFFILIATED ORGANISATIONS**,
for the improvement of breeds of dogs in France

Chapter I – DEFINITIONS AND DIRECTIVES

Chapter II – JUMPING

Chapter III – BREAKING IN

Chapter IV – BITING

All rights reserved. No part of this publication may be reproduced or adapted in any country. Any copy or reproduction in any form or by any means - photocopying, microfilm, recording, disk – is a forgery liable to prosecution under the Copyright Act of March II, 1957.

(Translated into English in Nov.-Dec. 2008 by Frances McFarlane aided by Maud Richomme and with full authorisation of the CUN-cbg)

Droits d'auteurs déposés le 5/01/2009 auprès de CopyrightDepot.com.

Translation copyright Frances McFARLANE

Without limiting the rights under copyright reserved above, no part of this *translation* may be reproduced or transmitted in any form or by any means without the prior written permission of Frances McFarlane and Richard Rutt rutt@mindspring.com

Chapter I –DEFINITIONS AND DIRECTIVES

Conditions of enrolment in competitions

In order to enrol in a competition, the dog must be provided with a work-book and also a valid biting licence, both of which must be handed to the judge at the venue before the competition starts, details of which must also appear on the periodically updated list of Dogs authorised to take part in biting sports published by the cun-cbg (Commission d'Utilisation Nationale des Chiens de Berger et de Garde - Sheep and Guard Dog Handling Committee).

The dog must have successfully passed all the tests in the French Certificate of Sociability and Aptitude for Use (CSAU).

In order to compete in Echelon 3, the dog must go through three successive stages :

- a) obtain its brevet de chien de défense (qualifying test for protection work) **cf. qualification requirements below;**
- b) qualify in Echelon 1 by twice obtaining a minimum of 160 points out of 200 from two different judges. (i.e. 80% of the total number of points in this echelon);
- c) qualify in Echelon 2 by twice obtaining a minimum of 240 points out of 300 from two different judges (i.e. 80% of the total number of points in this echelon). The Handler of a dog competing in Echelon 3 that has twice failed to achieve 320 points whether on consecutive occasions or not and from two different Judges is authorised to compete in Echelon 2 for as long as he or she thinks fit. Females in heat are authorised to take part in a brevet de chien de défense or any contest only at the end of the trials and on condition that no other male Dog is scheduled to compete in any other echelon after the female.

The judge may at any moment put a stop to a competitor's performance if the dog is not in a fit state, due to ill-health, obvious ineptitude or if the handler's behaviour gives a poor impression of Ring work.

Organisation of competitions and Selection heats

The number of dogs enrolled in a Brevet and Echelons 1, 2 and 3 may be added together so as to make up the total of six dogs needed to organise any competition. The results must be classified according to category.

In Echelon 3, there must be at least four dogs for the competition to be recognized as a pre-qualifier for the Selection Heats or for the award of a CACT certificate (Certificate of Eligibility for Working Dog Championship). A dog is allowed to move from one echelon to the next during the same competition (same judge, same decoy) providing the above conditions are met with, on condition that the dog does not already have the points needed to enter the next echelon before the given competition takes place, and on condition that by so doing the number of entered dogs does not exceed the authorised limit.

More than one competition may be organised during the same weekend by the same organiser with the same competitors, providing the judges and the decoys are different. Similarly, a dog is allowed during the same weekend to take part in two different competitions, organised by two different clubs in different places, providing the Saturday competition is over at the end of the day and the competitors have retrieved their work-book, which has been filled in and signed by the judge in charge of the Saturday competition.

Under certain conditions, Ring competitions may provide working dogs with access to the annually held French Ring Championship. The qualifying process requires dogs to have competed at given periods of the year in the Selection heats organised in regional groupings under the auspices of the French Ring Supervisory Body of the National Sheep and Guard Dog Handling Committee (GTR-CUN-CBG). Periodic changes may be made in the geographical distribution of these groupings, so as to make sure that the number of dogs competing in the Selection heats are evenly spread throughout the country. Access to the Selection heats of a given grouping depends on the dog having previously achieved the number of points decided on by the G.T.R. in a given number of competitions under different judges. These points must be obtained during the period posterior to the last pre-qualifier of the preceding year and three weeks before the date of the first Selection heat of the given year. (Points obtained during the Selection heats are not allowable). Endorsement depends on these points being achieved in Echelon 3 competitions organised by officially recognized handlers' clubs throughout French territory. The dog must also have taken part in the Cup Championship of its particular region. It is the G.T.R. that decides each year on the number of dogs allowed to take part in the Ring Championship and the selection process essentially takes into account the average number of points obtained by each dog during the Selection heats, based on the standards and exercises required in Echelon 3. The decoy's work must remain identical to the work done in Echelon 3 competitions and the selectors must be as precise as possible in their judgements, so as to ensure that the very best dogs are selected for the French Ring Championship.

Conditions for qualification in a Ringsport Brevet

In order to qualify in a Ringsport Brevet, the following conditions must be met :

A the owner of the dog must be provided with a valid biting licence and a work-book, both of which must be made out in the dog's name.

B the dog must belong to one of the breeds on the working dog list drawn up by the Société Centrale Canine, as well as on the list of dogs authorised by the cun-cbg to take part in biting sports ; the dog must also have successfully passed all the tests in the French Certificate of Sociability and Aptitude for Use (CSAU).

C the dog must bear an identification number (tattoo or microchip) and also hold one of the following official documents delivered by the Société Centrale Canine : pedigree, birth certificate, yellow declaration of birth, bloodline certificate, third generation certificate of registration in the initial register. A pedigree issued by a non-French dog-breeding organisation internationally recognized by the Fédération Canine Internationale (F.C.I.) is also valid. Even without a show judge's endorsement, all of the above certificates entitle a dog to enrol in a Brevet.

D male dogs must have two testicles of normal appearance present in the scrotum. It is incumbent upon Brevet judges to make the check before delivering a Brevet. The judge must also check the tattoo number, or, in the case of a microchip, use the reader provided by the organiser of the event. Dogs suffering from contagious diseases are not allowed to compete (cf. veterinary authority regulations), nor are injured animals.

E when the above requirements are met, the dog must then be enrolled under the auspices of a dog club, affiliated or in the process of affiliation to a Regional Canine Authority, or, by a professional who is a member of the National Syndicate of Professional Dog Handlers (SNPCC). The venue and the date of the Brevet must be listed in the official calendar published by the cun-cbg. The club organising the Brevet must by so doing comply with the demands of the regulations and make sure that they are respected by all.

F the trials in a Ringsport Brevet must be judged by a qualified or trainee judge appointed by the Société Centrale Canine, along with a qualified Decoy holding a valid annual licence.

The trials in a Ringsport Brevet may be held either in a standard-size ring, or on a piece of undesignated ground such as parkland, lawn or field of a sufficient size to allow the exercises to be carried out properly and meeting the required norms set out in the Veterinary Authority's Directives issued by the Préfecture.

The exercises in a Ring Sport Brevet are as follows and in fixed order: (N.B. end of handbook for original French)

	Exercise	Points
1	To heel on leash	4
2	Refusal of thrown bait-one piece only	10
3	To heel off leash with muzzle	8
4	One minute's absence of handler – dog lying	10
5	Handler defence – 2 shots to be fired during this exercise	30
6	Facing attack to a distance of 30 metres, lasting 15 seconds	30
Performance appraisal (cf. echelon allocations at end of manual)		8
Total		100

Losing all the points in one of the breaking in exercises does not disqualify the competitor, but a dog can only be awarded a Brevet providing it obtains at least 80% of the points in the two biting exercises (i.e. 24 points in each). Fear of gunshot is an immediate disqualifier, preventing a gunshy dog from being awarded a Brevet. The gunshot test takes place at the Handler Defence. During the hand-on assault, the decoy fires a first shot, then another a few seconds later, when the dog has caught hold. These two shots must be fired with the forearm raised and in the opposite direction to the dog. The award of a Brevet in Ringsport must provide all the necessary guarantees of receptivity, stability of character, courage and fitness for work in the dog obtaining this qualification.

During the week following the trials, the judge must provide the Société Centrale Canine with a judge's report, sending the originals of the score sheets to the S.C.C. and copies to the designated member of the G.T.R. The original of the decoy's appraisal sheet should be sent to the G.T.R. coordinator in charge of the decoys. The judge should keep an archive copy of the above reports for the duration of one year.

In view of the interconnectedness of biting sports, any dog holding a Brevet either in Ringsport, Campagne, Mondioring or the I.P.O. certificate is eligible to enter Ring Sport competitions in Echelon I. Any dog awarded an 'Excellent', which is the eligibility requirement when moving from one echelon to another, may also move from one Biting Sport to another. E.g. a dog

having obtained an 'Excellent' in Ring 2 and an 'Excellent' in Mondioring 2 is allowed access to Echelon 3 in one or other of the Biting Sports of Ring, Mondioring, Campagne and I.P.O.

To qualify in Echelon I

This echelon comprises the following exercises : (cf. end of handbook)

1	Jump with choice between Fence (0m90-1m), broad jump (3m-3m50) or palisade (1m70-1m90)	12
2	To heel on leash	4
3	To heel off leash with muzzle	8
4	One minute's absence of handler – dog lying	10
5	Retrieval of thrown object	4
6	Positions (dog lying or sitting at start)	20
7	Refusal of thrown bait (4).(No bait strewn on ground)	10
8	Facing attack	30
9	Handler defence	30
10	Fleeing attack	30
11	Revolver attack with guarding of decoy	30
Performance Appraisal (cf. echelon allocations at end of manual)		12
Total		200

Included in the grading of Ring I competitions are the following distinctions:

Excellent : when the competitor has obtained 80% of points, i.e. 160/200

Très bon : when the competitor has obtained 70% of points, i.e. 140/200

Bon : when the competitor has obtained 60% of points, i.e. 120/200

To qualify in Echelon II

Any dog having twice obtained 160 points or more in Echelon I from two different Judges is eligible to compete in Echelon II.

This echelon comprises the following exercises : (cf. end of handbook)

1	Broad jump (3m à 3m50)	12
2	Fence (0m90 à 1m10)	16
3	Palisade scaling (1m70 à 1m80)	10
4	To heel on leash	4
5	To heel off leash with muzzle	8
6	One minute's absence of Handler (dog sitting or lying)	10
7	Retrieval of thrown object	4
8	Retrieval of fallen object-seen	8
9	Positions (dog standing, lying or sitting at start)	20
10	Refusal of thrown bait (4)	10
11	Refusal of strewn bait (6)	10
12	Facing attack	30
13	Handler defence	30
14	Fleeing attack	30
15	Revolver attack (with guarding of decoy)	30
16	Search and decoy escort	40
Performance appraisal (cf. echelon allocations at end of manual)		28
Total		300

Included in the grading of Ring II competitions are the following distinctions :

Excellent : when the competitor has obtained 80% of points, i.e. 240/300

Très bon : when the competitor has obtained 70% of points, i.e. 210/300

Bon : when the competitor has obtained 60% of points, i.e. 180/300

N.B. Downgrading from Echelon 2 to Echelon 1 – when and how :

If on two consecutive occasions, the score obtained is lower than 60% of the points (without award of distinction), the dog necessarily returns to echelon I. The handler may re-enter the dog in Echelon I upon request, but it must remain there for one year.

To qualify in Echelon III

Any dog having twice obtained 240 points or more in Echelon II from two different judges is eligible to compete in Ringsport competitions in Echelon III.

Echelon III comprises the following exercises : (cf. end of handbook)

1	Broad jump (3m à 4m50)	20
2	Fence (0m90 à 1m20)	20
3	Palisade scaling (1m70 à 2m 30)	20
4	Send ahead	12
5	To heel on leash	4
6	To heel off leash with muzzle	8
7	One minute's absence of handler (dog sitting or lying)	10
8	Retrieval of thrown object	4
9	Retrieval of fallen object-seen	8
10	Retrieval of fallen object-unseen	8
11	Positions (dog standing, lying or sitting at start)	20
12	Refusal of thrown bait (4)	10
13	Refusal of strewn bait (6)	10
14	Facing attack	30
15	Fleeing attack	30
16	Intercepted facing attack	20
17	Revolver attack (with guarding of Decoy)	30
18	Handler defence	30
19	Search and decoy escort	40
20	Guarding an object	30
Performance appraisal = 10% of points obtained		36
Total		400

Included in the grading of Ring III competitions are the following distinctions :

Excellent : when the competitor has obtained 80% of points, i.e. 320/400

Très bon : when the competitor has obtained 70% of points, i.e. 280/400

Bon : when the competitor has obtained 60% of points, i.e. 240/400

N.B. Downgrading from Echelon 3 to Echelon 2 – when and how:

If within the period of a year, and on two consecutive occasions, the score obtained is lower than 60% of the points (with no distinction awarded), the dog necessarily returns to Echelon 2. The handler may re-enter the dog in Echelon 2 upon request, but it must remain there for a year.

C.A.C.T. and R.C.A.C.T. Distinctions

The Certificate of Eligibility for the Working Dog Championship (CACT) or the Reserve Certificate of Eligibility for the Working Dog Championship (RCACT) may be awarded in Ring III competitions and Selection Heats providing the dogs coming first and second obtain at least 80% of the points in Echelon III, i.e. 320/400, also providing there are no joint winners placed first or second and providing there are a minimum of four dogs competing in a field measuring at least 2500 square meters.

When this distinction is obtained 3 times from 2 different Judges, it entitles the holder, under certain conditions, to apply for the award of the title of Working Dog Champion (once the owner of the dog has requested official endorsement by the Société Centrale Canine and after the dog has obtained the distinction of Très Bon at a showdog event organised by the Société Centrale Canine or an affiliated organisation.)

A C.A.C.T. may be awarded by a qualified or a trainee Judge with, however, no obligation to do so. The Société Centrale Canine can only ratify the decisions that have been made upon reception of the reports drawn up by the Judges officiating in the competitions.

No Ringsport competition may be held without the authorisation of the Regional Authority (Société Canine Régionale). Only events fully compliant with the rules and regulations laid down by the Société Centrale Canine, under the responsibility of a qualified or trainee Judge can be called competitions. Within a week after the event, one of the Judges must supply the Société Centrale Canine with a report certifying that all of the requirements have been fulfilled.

Other events, apart from those indicated above, can only be called demonstrations, and no awards conferred upon these occasions can be taken into account for any kind of distinction or qualification delivered by any official body belonging to the Société Centrale Canine.

In addition, the Société Centrale Canine strongly advises dog-owners against taking part in organisations of any kind of meeting not under the S.C.C.'s patronage or that of affiliated organisations.

By decision of the Société Centrale Canine, any dog having taken part, in spite of a warning notice having been issued to the owner, in any event not under S.C.C. auspices will be banned from all competitions.

The dog will be disqualified for life, even under different ownership.

The title of Ring Champion of France

As things now stand, the title of Ring Champion of France is awarded to the dog having achieved the highest total number of points obtained by adding together:

- a) the average of the year's three selection heats.
- b) the points obtained at the French Ring Championship.

To be proclaimed Champion, the dog must have been awarded the distinction of 'Très Bon' at a Showdog event.

The dog that obtains the highest number of points at the Final of the French Ring Championship is declared Cup Holder of the year.

The number of competitors

The number of competitors authorised to take part per day in the various Ringsport trials depends upon the following time limits :

Winter time table: from Nov. 1 to Feb. 28 = 7 hours.

Summer time table: from March 1 to October 31 = 9 hours.

A Judge is considered to need per dog including intervals:

15 minutes for a Brevet

20 minutes for a dog in Echelon I

30 minutes for a dog in Echelon II

40 minutes for a dog in Echelon III

Keeping this timing in mind, including the practice runs of the trial dogs, it is up to the organisers of the competition to decide upon the maximum number of dogs authorised to enrol in each echelon, priority being necessarily given to dogs in Echelon III.

The Organisation of competitions

Clubs wishing to hold a Ringsport competition for working dogs must take great care in its organisation and pay extreme attention to detail. The size of the field where the competition is to be held must be at least 2000 m². For Selection Heats, the field must necessarily be at least 80 metres long and 40 metres wide. The organisers of Selection Heats must also have secured official written approval from the President of the Regional Authority (Commission d'Utilisation Régionale). This must be forwarded to the group coordinator along with the proposal made by the organising club. The field must be as bare as possible, unencumbered by bushes or shrubs, which would prevent the Judges, the Competitor and the Ring Steward from seeing what is happening. (This reservation obviously does not apply to the blinds).

The ground must not be a hard surface, meaning neither paved nor tarmacked. Care must be taken that there is nothing lying on the ground that could injure the dog.

The Jury is made up of one or several Judges. The club organising the competition must also choose a Ring Steward, who is well versed in the contents of each echelon and with an excellent working knowledge of how the trials are carried out.

Only two decoys are required in an Echelon III competition (and amply sufficient in Echelons I and II). The Echelon III decoys are of course under no obligation to officiate in Echelons I and II of the same competition, this being up to the organisers to decide.

The organising body must make sure that there are at least two equipment carriers to adjust the various jumps, throw the bait etc.

The Ring must contain a moveable palisade, a fence and broad jump, as well as several blinds, six at least (cf. below for description).

There must also be batons in good condition and of regulation size, 2 revolvers with blank cartridges, an object for the guarding exercise, a sufficient number of pieces of different kinds of bait and objects for the unseen retrieval.

The table for the secretarial work must be positioned so as to enable the Judges to reach it, while at the same time allowing them to continue watching the work in progress in the Ring.

In order to run smoothly, the secretarial work needs one or two skilled secretaries, particularly for the Selection Heats and the Championship, which require people experienced in this kind of task.

The exercise involving positions ordered from a distance needs a rectangle to be marked out indicating the starting point, as well as a line 1 metre in length drawn at a distance of 18 metres from the rectangle. The rectangle shows where the dog is to be placed, while the line is where the Handler will be when ordering the changes of position. In front of the rectangle there must also be three or four parallel lines drawn to help the Judge evaluate any overstepping. The exercises including the retrieval of objects, to heel on and off the leash and the sending ahead require two lines 20 meters long and 30 meters apart marked out in parallel and clearly visible. One of these lines represents the dog's starting point and the other its arrival in certain exercises. Two other lines at a distance of 40 and 50 meters respectively from the departure line must also be marked out for the attacking exercises. The beginnings and ends of these lines must be indicated by markers or pennants to make sure the exercises can be carried out in a clear and simple way. The starting points of the exercises must imperatively be situated at least 5 meters from the spectators and the line to be crossed by the dog in the send ahead exercise must be at least 10 meters from the spectators. A rectangle should be marked out indicating the starting point of the exercises (1 meter wide by 1.50 meters long), as well as a cross for the starting point of the Search exercise and a second one 5 meters from the angle of the blind used by the decoy. The object guarding exercise requires four concentric circles to be drawn in radii of 1.50 m., 2 metres, 3 metres and 5 metres. The object to be guarded by the dog must be placed on the white spot indicating the centre of the circle.

The object to be guarded must of necessity be a basket of regulation size, to be provided by the Jury during the Selection Heats (the same basket being used in all of the Heats judged by the same Judges) (a basket made exclusively of wicker or plastic, with a flat and stable bottom on all occasions).

Concerning the signals given by the Judges to sound the departure, stopping and recall of the dog, it is up to the organizing bodies to provide a horn loud enough, without being overloud, to be heard from every corner of the Ring.

Whistles are not allowed, their use being uniquely reserved for the Handlers.

Access to the Ring must be via at least 2 entrances, one for the Handlers with their dogs, the other for the Decoys.

The Decoys must be provided with a room allowing them to conceal themselves when not involved in the work being done by the dog. Their quarters must be situated at least 5 meters from the Ring, so that the dogs cannot become aware of the decoys' presence.

No recipient containing water, which could be a possible incitement to a dog to abandon its work, may be placed in the Ring or its immediate vicinity.

A place of concealment must be set up outside of the Ring so that Handler and Dog remain hidden during the preparations for the Search Exercise. It is in there that a recipient should be placed, allowing the Handler to give the dog a drink if need be.

Drawing by lot

The organising body must draw lots to decide in what order the contestants will compete. If the drawing of lots takes place before the day of the competition, the organisers must inform the competitors of their place on the list, but competitors must be present at the trial dog's practice run in their echelon : should they fail to do so, they will be declared defaulters and their entrance fee will not be refunded. The same process applies to a competition taking place over several days; competitors must be present at the trial dog's practice run on the day when they are competing.

All competitors must be present on the morning of the event in order to comply with the requirements of the mandatory veterinary examination. Organising bodies must make sure the necessary steps are taken to this effect.

Females take their turn with the rest of the competitors in the order drawn by lot, except females in heat that are allowed to compete at the close of the competition, providing there is no other male still to compete in any of the echelons.

In Echelons I, II and III, lots must be drawn to decide on the order of the exercises.

The draw takes place under the Judge's responsibility with the competitors present.

The first draw concerns the following exercises carried out immediately after the jumping :

Absence of Handler – Positions – To heel on leash – To heel off leash + Send ahead in Echelon III.

The object retrievals and the refusal of thrown bait are inserted between the above exercises and also drawn by lot.

Also drawn by lot is the position the dog must take to start with, at the beginning of the Positions exercise (sitting, lying, standing, with a choice only between lying or sitting in Echelon I). During the Absence of the Handler, another draw decides whether the dog is to be put in a sitting or lying position (lying only in Echelon I).

The order of the attacks is then drawn.

Between the attacks are inserted the Object Guarding, Handler Defence and Search, also drawn by lot.

Trial Dog

Before the beginning of the trials, and at every echelon, it is compulsory to have a trial dog (holding a valid biting licence) do a practice run, including even the day after the start of the competition, if it begins the day before, or the day following that, if it is a three-day event.

Once the Ring Steward and the Decoys have been given all their instructions, the Jury then puts a non-competing dog through all of the exercises in the order drawn by lot and in the same way as they will take place during the competition. This must be done for the following reasons : first, to establish a perfect understanding between the Jury and the Ring Steward; next to allow the Judge to check during this 'rehearsal' that the decoys have correctly understood the instructions they were given; the Judge can then make the necessary adjustments and eliminate mistakes to be avoided in the various exercises that the decoys take part in : finally, in this way, all the competitors start off on an even footing; the dog whose turn comes first in the competition is not working on new ground ; so this dog has neither an advantage nor a disadvantage compared to the other contestants.

The absence of a trial dog at a competition can lead to a refusal of official endorsement. (Unless the positioning of the jumps is modified, the jumps are not compulsory at every echelon, once the starting points and directions have been indicated in the previous echelon).

Bait

The bait must be of different sorts and of reasonable size (no bigger than a clenched fist). Bait should be composed of raw or cooked meat, fish heads, cheese, biscuits, sugar, bread (bones not allowed). There should be a greater number of pieces of meat : at least 3 out of 4 in the thrown bait – at least 4 out of 6 in the strewn bait.

Batons

Not just any kind of baton. Only regulation batons are allowed, those officially approved by the G.T.R., i.e. :

Bamboo split in 6 down to $\frac{3}{4}$ of the length.

Diameter of the baton between 20 and 25 millimetres.

Length of the baton between 65 and 80 centimetres.

The tip of the baton when in use must split to a width of more than 20 centimetres.

There must be no cutting edges when exposed.

The judge must check before the competition starts that the decoy's baton is in line with regulations, and do the same for the decoy's suit.

Blinds

The blinds, at least 6 in number, may be natural or artificial, and may vary in appearance. They can be built out of wooden panels, building materials, or made of cloth of various colours, bales of straw, bushes, coconut matting, piles of crates, barrels, beach tents etc... providing they harm neither the dog nor the decoy.

They are to be positioned on the Ring with their ends facing outwards and at least 2 metres from the fencing, 5 metres at most, so as to allow the decoy a frank and free exit from the blind.

The blinds can be made up of 2 panels, 1.20m wide and 2m high, placed at right angles to each other, or else of 3 panels 1.10m in width and U-shaped.

The blinds must be positioned so as to prevent the Decoy from being visible to the dog when it reaches the Decoy's level.

During the Selection Heats in particular, it is requested that a moveable blind be put at the Jury's disposal. Its panels should have holes or slits allowing the Handler, when concealed during certain exercises, to observe the work being done by the dog.

Blank cartridges

These are cartridges containing only powder. The organisers must make sure they have a sufficient supply available. It takes 4 cartridges per dog competing in Echelons 2 and 3 (2 for a Brevet and 3 in Echelon 1). It is compulsory to use revolvers for 9 mm or 6mm 22-caliber, blank cartridges.

COMMANDS

All the spoken commands pertaining to the exercises must be in strict accordance with Regulations. Any deviation from the relevant text leaves the Handler liable to the penalties laid down in the Rules.

Failure to issue an optional command or the dog's failure to respect one is not penalised.

The equivalent commands may be given in the Handler's own language.

Spoken commands must not be long drawn out ; otherwise they count as the same command given twice, subject to the relevant deductions.

In the spoken commands, the words must be pronounced all in one breath, without a break ; otherwise they are considered as irregularities.

The commands set out in the Rules to call the dog back to heel or to move off to heel at the end of an exercise may be replaced by a blow on a whistle (the same whistle for all of the commands).

All of the commands used to call the dog back to heel from a distance during the exercises (which excludes calling the dog to heel between the exercises or after the exercise is over, for example, after the broad jump) must be given as indicated during the initial presentation (voice or whistle).

Concerning the command to heel at the end of an exercise, it may be spoken even if a whistle is used when commanding to heel from a distance.

Commands given by whistle must be very short, or else points are lost.

All commands must be loud enough to be heard by the Ring Steward and the Judge or else points are lost in the Performance Appraisal.

The Ring Steward

It is imperative to choose a good Steward. The responsibilities are both engrossing and tiring, and it is a highly important job.

A Judge is well suited to this delicate task. If unavailable, the Ring Steward must be chosen from handlers successful in competition work, with a good working knowledge of the trials and how to proceed. In the Selection Heats the Steward must be a judge or a top-level handler, who has already taken part as a competitor in a Ring Championship or a Selection Heat.

The Ring Steward must be constantly on the watch. Any lapse of attention could adversely affect the results of an exercise, leading to its having to be done again, which could put the Judge in an awkward position. It is up to the Judge and the Judge alone to decide whether an exercise or part of an exercise should be recommenced.

Immediately after the end of each exercise, the Ring Steward must of necessity inform the Judge of the mistakes made by the dog and any infringements of the Rules committed by the Handler.

The Steward must take care to avoid getting in the way of the Handler and the Dog, and remain at a distance of 5 meters during the exercises.

SCORE SHEETS

Score sheets must correspond to the chosen model specified by the Société Centrale Canine and include all the information relating to the Contest.

A Ringsport Competition requires 3 score sheets per dog, one original and 2 duplicates

- one of the duplicates of the score sheet is given to the Competitor with the workbook when the results are proclaimed at the end of the competition.
- the second duplicate must be posted up within a period of 15 minutes after the end of each individual dog's performance.
- the original is for the Judge who sends it to the Société Centrale Canine within the week along with the judge's report.

RESERVED DATES IN THE C.U.N. CALENDAR

No Regional Authority is allowed to authorize a Ringsport Competition, a Brevet de Chien de Défense, a decoy Selection, or any official event which includes Ringsport Trials on the following dates chosen for :

- the French Ringsport Championship
- the dog show organised by the Société Centrale Canine
- the National Conventions of Ringsport Judges.

EQUIPMENT CARRIERS

The task of these helpers is to prepare the jumps, i.e. to add or remove the planks of the palisade, to raise or lower the height of the fence and adjust the frame of the broad jump in accordance with the requested heights and lengths. These helpers are at the Jury's disposal in the preparation of accessories such as the batons and revolver, to be handed to the decoy when necessary. As officials, they must stand in the places appointed by the Judge in order to avoid impeding the progress of the exercises. In accordance with the Judge's instructions, one of them will have the job of throwing the bait.

THE JURY. FUNCTIONS AND DUTIES OF JUDGES

If the Jury is made up of several members, they must judge by common accord and not separately. Their knowledge of the Rules must be perfect, their mastery of them entire and their compliance with them absolute. Judges have complete freedom of appraisal and must in particular adjust the work of their decoys according to echelons I, II or III.

Judges have a duty to check the suitability of the decoys' suits and batons and insist on their conformity with the Regulations (CUN-CBG approved).

Judges must apply the penalties in accordance **with the strictest possible adherence to the Rules.**

Even when the sum total of the penalty points deducted from the performance of an exercise, or part of an exercise, is greater than the maximum number of points awarded this exercise, or part of this exercise, the Judges are not allowed to take off points from any previous or future exercise or part of an exercise. Every penalty point corresponds to a fault, or to a failing in the dog, or to an infringement of the rules by the Handler. Knowledge of these penalty points is a must for all Handlers, even beginners, who should not presume to enter a competition without becoming familiar with the Rules and the directives they contain.

The decisions taken by the Jury are final in every case not covered by the Rules.

The trials are conducted by the Judges alone. Since the exercises can only be carried out at their command, judges must use a horn to signal the beginning and end of each exercise (except at the end of the broad jump if executed correctly).

The Judge must make sure that all of the exercises are carried out in the same way for all of the dogs, in order to ensure equality of circumstances for every competitor.

Bearing this in mind, when a Competition takes place in several stages (morning and afternoon), the Judges may for example change the place chosen for exercises such as the Absence of the Handler or the Positions, depending on the movement of the Sun or changes in the state of the field.

In Echelon III, the exercises must be carried out in their entirety. It is however allowable for the Handler of a dog in Echelons I and II to miss out on certain breaking in exercises (**except the strewn bait in Echelon II**).

Before the start of the Competition, and at every echelon, the Judges must begin with a drawing of lots as laid down in the Rules.

Finally, when adding up the points awarded a dog, the Judges must also mention, in addition to the total written on the score sheet, the distinction obtained, as well as the placing. The same entries must appear in the dog's workbook, which must be signed by the Judge, along with the score sheets.

After every dog's individual performance, it is compulsory for the Jury to post up the competitor's score sheet. Judges must announce the points obtained exercise by exercise, loud enough for everyone to hear (competitors, spectators and secretaries). It is up to the organising body to make this materially possible.

Like the Ring Steward, the Judge must also avoid getting in the dog's way when it is working and remain at least 5 metres from the work in progress during the exercises.

COMPLAINTS

Complaints should be addressed to the Judge politely within an hour of the problem arising, if it cannot be sorted out by amicable agreement. A complaint should be put in writing on the same day as the Competition and handed to the President of the organising club, along with a deposit whose amount is fixed by the Société Centrale Canine. It is the duty of the Club President to deliver the complaint on the following day to the President of the Regional Authority, who will deal with the affair according to regulations. The complainant will have the deposit refunded only if proved in the right.

(The above are the special directives introduced by the G.T.R. for the Selection Heats).
By complaints are also meant those connected with score sheets.

THE DECOY (HOMME ASSISTANT or H.A.)

DEFINITION

The decoy is someone wearing a protective suit shielding him or her from the bites of a dog that the handler wants to train in biting sports, so as to prepare for the various competitions organised by the Regional Authority. In competition context, the decoy is the auxiliary of the Judge, working according to instructions and under the Judge's responsibility, enabling the Judge to differentiate between and grade the competitors.

A Judge is allowed to put a stop to a decoy's work without any right of appeal, should the decoy fail to respect the given instructions ; the decoy's licence may be withdrawn and withheld and the Judge will send a detailed report of the incident within the week to the G.T.R. A decoy officiating in a competition is not allowed to enter his or her own dog, worked by some other Handler and biting on him or herself.

At no moment in the competition may the two decoys both be present at the same time in the competition area.

QUALIFICATIONS

No one can become a decoy overnight. A person wishing to play this role in a competition must first be selected at one of the day events organised for this purpose by the Regional Authority. As the judge's auxiliary in Ringsport competitions, the decoy must be seen on all occasions to

- Display a sense of moral rectitude shown in a perfect knowledge and absolute respect of the rules,
- Behave in an honest and sporting way towards the dog, excluding any brutality,
- Possess great physical prowess implying resilience and endurance.

Decoys can be selected at different levels, according to merit and experience.

SUITS

The decoy's suit must allow the dog to hold both on the arm and the leg, to a depth of 7 centimetres, with a thickness of 3 centimetres. The suit must correspond to the specifications laid down by the G.T.R. in conjunction with the CUN-CBG. All new models of protective clothing developed by the manufacturers must be submitted for acceptance to the CUN-CBG and meet the standards of the laboratory with which the CUN-CBG has signed an agreement.

MUZZLE

All handlers must arrive with a muzzle suitable to their dog (the regulation muzzle is one with a closed end preventing any biting). In competition work, the dog wears it during the 'to heel without leash' exercise.

OBJECT GUARDING

The object to be guarded must be a regulation basket : cf. 'Object Guarding'.

PRESENTATION

Duty compels Handlers to comply with the directives in the Rules. Any infringement, cheating or attempt at cheating will be penalised as laid down in the Rules. In cases not covered by the Rules, it is the Judge's assessment that is law.

Once the lines have been drawn in the field, no dog, (whether competing or not), is allowed to enter the Ring, until the time comes for it to compete.

From start to finish of his or her performance, the Handler remains under the Ring Steward's orders and must comply in every way with the instructions issued by the Ring Steward or the Judge. All rewards to the dog, apart from a quick pat or word of approval are excluded.

The handler must have nothing in his or her hands, except when required by circumstances, nor allow anything to stick out of his or her pockets, nor make any movement which could be interpreted as a threat or an order to the dog or else lose all the points awarded in the part or the whole of the exercise during which the infringement occurs.

Apart from walking to heel on leash, the dog is not allowed to wear any sort of collar of whatever kind.

The Handler must remain scrupulously polite at all times and accept in a sporting fashion all the remarks and decisions made by the Judge. Any lack of respect shown towards members of the Jury, Stewards, Decoys, equipment carriers or the organisers of the Competition can lead to sanctions being taken, ranging from a temporary to a permanent ban from all events organised by or under the patronage of the Société Centrale Canine and affiliated organisations.

Any attempt on the part of a Handler to falsify the result of a Competition will lead to the immediate expulsion of Handler and Dog, the confiscation and withdrawal of his or her licence, as well as any awards conferred upon the dog.

In addition, without going as far as expulsion, the Judge may, in all conscience and as he or she thinks fit, make use of the points in the Performance Appraisal, to confiscate some or all of these points, depending on the seriousness or the type of offences committed by one or several competitors. Handlers must not let their dogs enter the working area during the pauses between events, or else be banned from the competition. During the period when the dog is not competing, Handlers must make sure that it cannot escape or perturb the work being done by another competitor in the Ring. Any failure to observe this recommendation will lead to the dog forfeiting its placing on the score list.

Upon entering the Ring, and before the work begins, the Handler must make his or her presentation to the Jury with the dog unmuzzled, unleashed and collarless, but with the dog walking to heel. The Handler must put the dog in the place chosen by the Judge and pointed out by the Steward. The workbook and a valid biting licence are given to the Judge during this presentation. If these two documents are not in the Handler's possession, he or she is debarred from taking part in the competition.

After the usual greetings, it is up to the Handler to make the introductions : "je vous présente le/la chien(ne) : X..., race : X..., âgé(e) de :, conduit par M. (Mme) X... du Club de X... de la Société de : X... (May I introduce X..., male/female (breed), aged ..., handled by Mr/Ms X..., from X... Dog Club, belonging to X... Regional Authority)." Since all the other information is already written down on the labels of the biting licence, which will have been checked at the beginning of the competition, there is no point in subjecting handlers, who are already stressed out, to fruitless interrogations. The Handler gives the Judge all the information necessary to the smooth running of his or her performance :

- the chosen order when putting the dog through the jumps with the relevant heights and lengths requested for each (with the possibility of last minute changes).
- the type of object used in retrieval.
- the type of recall to heel (voice or whistle).

Handlers are advised, in the dog's best interest, to make sure it urinates and defecates before entering the Ring. Should a dog, in spite of these precautions, yield to the call of nature by urinating or defecating in the course of its work, it is penalized. It is out of the question to allow a dog to wander about the Ring and lift its leg wherever it likes. If this occurs, the Judge will deduct points from the Performance Appraisal.

PERFORMANCE APPRAISAL (ALLURE GENERALE or A.G.)

DEFINITION

The Performance Appraisal corresponds to the assessment made by the Jury of the overall performance of Handler and Dog. As an aid to assessment and in order to standardize the grading, a ready reckoner is provided for each echelon in the Trials, including the Brevet.

These details are available at the end of this Rulebook. The Jury will use them according to the dictates of circumstances, to penalize a fault unforeseen in the Rulebook, or a piece of bad behaviour on the part of the Handler. These extra penalties should be applied in exceptional circumstances and in every instance the reason must be clearly stated on the score sheet. They cannot exceed 10% of the points attributed to the given exercise, outside of the specific penalty points listed below.

Specific penalty points

If the dog defecates or urinates during its performance: - 5 in Performance Appraisal on each occasion.

If the Handler issues commands or returns before the end of the exercise or carries out the exercise without authorisation : - 5 in Performance Appraisal on each occasion.

If the Handler intervenes vehemently in any situation of whatever nature, this puts an end to the performance. All the remaining points still to be obtained are lost as well as those in the Performance Appraisal, and the licence is withdrawn and withheld. The score thus obtained is recorded in the workbook.

Under no circumstances may a handler reprimand the dog during its performance; to do so is to get sent off.

The Judge is free to interrupt an exercise if the dog is incapable of carrying it out ; the judge is free to put a stop to a dog's performance if it is unfit and betraying obvious signs of exhaustion or injury ; the judge is free to exclude a contestant who fails to respect the rules or who behaves in an inappropriate way (slovenly appearance, rudeness, reprimands, brutality).

Repeated or overemphatic commands during the performance: - 1 to - 5.

PLACING THE DOG AND COMPULSORY COMMANDS IN ALL OF THE EXERCISES IN RINGSPORT COMPETITIONS

The Handler must put the Dog in the place indicated by the Steward before each exercise, or, where the jumps are concerned, in the spot that seems most suitable.

The Handler must respect the following directives.

The Handler must be standing in the direction of the exercise (apart from Object Guarding) ; he or she then issues a single command of compulsory positioning (assis, debout, couché (sit, stand, lie)) as he or she thinks fit, or, in certain exercises, according to the Rules or the drawing of lots (the minute's absence, positions, thrown bait). The Dog must adopt the commanded position, or lose points. At each repeated command, - 0.50 is deducted from the points awarded the exercise, up to a maximum of 4 extra commands (after which the exercise is at an end).

The order must be a spoken command. The Handler is not allowed to position the dog by touching it or through any bodily contact, or else the exercise is nullified.

After placing the dog, the Handler may then make use of a single, optional reinforcement command: "**reste**" (stay) ; "**pas bouger**" (keep still) but only one or the other. After this, no other kind of command may be issued, or else the exercise is nullified.

If, after four extra commands, the dog is still not correctly placed (not to be confused with taking up a compulsory position as in the positions exercise, the Handler absence or the bait throwing) or if the Handler issues a fifth command, the exercise is nullified. The Judge will also nullify the exercise, even if fewer than four extra commands are issued, when the Dog is not in its place after 30 seconds : the Judge will use a stopwatch when the placing of the Dog begins (cf. definitions).

The intermediary commands issued between the exercises are not considered as placing commands, but repeating them may result in points being deducted from the Performance Appraisal, depending on how many of them there are and on the Judge's attitude towards them.

The Handler must place the dog in the rectangular starting box (tail not included). The Handler takes up a position on the dog's right or left, but never standing beyond the level of the shoulder, or else, if so wished, behind the Dog, without being in contact with it or straddling it (tail not included). The Dog must always be placed in the direction of the exercise, or else it will be nullified. Before the beginning of each exercise, the Handler informs the Steward that he or she is ready to begin and the Steward then signals the information to the Judge.

If the Dog starts off before the Judge's authorisation, no matter what the exercise is, it is immediately nullified.

Placing the Dog and compulsory commands in all exercises:

When placing the dog, it is compulsory to command a position; failure to do so is - 2 (it is not compulsory to use the Dog's name). The Dog must take up the selected position; failure to do so is - 1.

The Dog has 5 seconds to take up the position, but need not maintain it (after 5 seconds and if the Handler does not issue a second command, the Judge may start the exercise); It is possible to command the initial position a second time with a deduction of - 0.50. If the Handler decides to make a change in the initial position during the same placing, this is considered as an irregularity. The Dog must be placed in the direction of the exercise with an allowance of an angle of 45° on either side. The direction of the exercise in the Handler absence and the thrown bait is by definition the blind, where the Handler is concealed. There is no recommended direction in the object guarding, nor in the Search and Escort, which means that the Handler may choose in which direction to place the Dog at the starting point of the exercise.

COMPULSORY COMMANDS

(cf. general directives concerning placing regulations)

Mistaken commands which are of no help to the Dog, such as 'X cherche aboie' (X search and bark) instead of 'X cherche apporte' (X search and fetch) or vice versa are penalized by deductions in the Performance Appraisal to a maximum of 10% of the points awarded the exercise.

Sending off commands accompanied by a gesture are penalized by a loss of 2 points in the breaking exercises and 5 points in the biting exercises. They are forbidden in the jumps or else the exercise is nullified.

When placing the Dog and commanding the starting position, use of the Dog's name is optional, but it becomes compulsory when commanding the dog to begin the exercise.

I – JUMPS - SAUTS

a) including all three jumps :

To place the dog, a single command : **'X... assis' (X sit), 'X... debout' (X stand), 'X... couché' (X lie) or 'X... Terre' (X Down)**, followed by a single, optional, reinforcement **'Reste' (Stay) or 'Pas bouger' (Don't Move)**

To do the jump, a single command preceded by the Dog's name : **'X... aller' (X go), 'X... hop' (X over), or 'X... saute' (X jump)**

b) including only the fence and the palisade :

Once the Dog is over the jump, only one optional command is allowed with a choice between **'reste' (stay) or 'pas bouger' (don't move)** and no other

Upon the judge's signal, a single command is given for the return jump

'X... aller' (X go), 'X... hop' (X over), or 'X... saute' (X jump) with the possibility, after the Judge's horn authorising the return jump, of a spoken, placing command (not penalized) : **'en arrière' (back), 'place' (place), 'recule' (back), 'assis' (sit), 'debout' (stand), 'couché' (lie), 'terre' (down)**, none of which commands are penalized if not executed.

c) **If there is a miss when making the return jump on the palisade, or a refusal to make the return jump on either the palisade or the fence:** the Handler may immobilize the dog immediately without waiting for the Judge's authorisation, by using a single, optional command : **'en arrière' (back), 'place' (place), 'recule' (back), 'assis' (sit), 'debout' (stand), 'couché' (lie), 'terre' (down)**, none of which are penalized if not carried out.

II- REFUSAL OF BAIT – REFUS D'APPATS

No command is allowed for the strewn bait.

Thrown bait:

To place the Dog, a single command: **'X... Couché' (X lie) or 'X... Terre' (X Down)**, followed by an optional reinforcement: **'resté' (stay), or 'pas bouger' (don't move).**

Upon the Handler's return and after the Judge's signal, a single command to walk off to heel: **'X... au pied' (X heel) (or a blow on a whistle).**

III - TO HEEL ON LEASH AND TO HEEL OFF LEASH WITH MUZZLE - SUITES

A single command to start after the Judge's signal: **'X... au pied' (X heel)**.

IV - SEND AHEAD - EN AVANT:

- a) Sending ahead: a single, short command **'X... en avant' (X ahead)**
- b) Calling back: a single command **'X... au pied' (X heel)** (or a **blow on a whistle**)

V - POSITIONS: Assis/Sit – Debout/Stand – Couché/Lie

Placing the Dog: a single command at the start (with the position drawn by lot) **'X... Assis' (X Sit)**, **'X... Debout' (X Stand)**, **'X... Couché' (X lie)** or **'X... Terre' (X down)**, followed by a single, optional reinforcement: **'Reste' (stay)**, or **'pas bouger' (don't move)**

The positions are ordered by spoken command without using the dog's name.

Calling back: a single command **'X... au pied' (X heel)** (or a **blow on a whistle**).

VI - ABSENCE OF HANDLER:

Placing: a single command at the start (position drawn by lot) **'X... Assis' (X Sit)**, **'X... Couché' (X Lie)** or **'X... Terre' (X Down)**, followed by a single, optional reinforcement: **'Reste' (Stay)** or **'Pas bouger' (Don't Move)**

Upon the Handler's return, once the Judge gives the signal, a single command to walk off to heel: **'X... au pied' (X heel)** (or a **blow on a whistle**).

VII - UNSEEN RETRIEVAL – RAPPORT A L'INSU:

A single command to start: **'X... au pied' (X heel)**.

Sending off: a single command from behind the line at 30 metres and after the Judge's signal **'X... cherche et apporte' (X fetch)**

Yielding up the object: a single, brief and *optional* command once the Dog is in a sitting position: **'donne' (give)**.

VIII - SEEN RETRIEVAL – RAPPORT AU VU

A single command to start: **'X... au pied' (X heel)**

Yielding up the object: a single, brief and *optional* command once the Dog is in a sitting position: **'donne' (give)**.

IX - THROWN RETRIEVAL – RAPPORT LANCE

Sending off: a single command: **'X... cherche et apporte' (fetch)**.

Yielding up the object: a single, brief and *optional* command once the dog is in a sitting position: **'donne' (give)**.

X - BITING FACING ATTACK AND BITING FLEEING ATTACK – FACE ET FUYANTE

Sending off: a single command: **'X... attaque'**

Calling back: a single command: **'X... halte au pied' (X halt heel)** (or a **blow on a whistle**) or, if the Dog has released its hold: **'X... au pied' (X heel)** or **'X... halte au pied' (X halt heel)** (or a **blow on a whistle**).

XI - REVOLVER ATTACK WITH DECOY UNDER CLOSE GUARD AND ESCAPE ATTEMPTS

Sending off: a single command: **'X... attaque'**.

Stopping the attack upon the Judge's signal:

- 1) a single command to stop: **'X... halte' (X halt)**
- 2) **only once the dog has stopped biting**, a single, compulsory command: **'garde'**.

After each of the two escape attempts, upon the Judge's signal, the same commands are issued as when stopping the attack.

At the end of the exercise, after disarming the Decoy, the Handler moves at least 3 metres away, then, upon the Judge's authorisation, gives the order: **'X... au pied' (X heel)** (or a **blow on a whistle**).

XII - INTERCEPTED FACING ATTAQUE - ARRETEE

Sending off: a single command: **'X... attaque'**,

Calling back: a single command: **'X... halte au pied' (X halt heel)** (or a **blow on a whistle**).

XIII - PROTECTION AND DEFENCE OF HANDLER

To start, a single command upon the Judge's signal: **'X... au pied' (X heel)**.

To stop, a single command upon the Judge's signal: **'X... halte' (X halt)**.

Calling back, a single command upon the Judge's signal: **'X... au pied' (X heel)** (or a **blow on a whistle**).

XIV - OBJECT GUARDING

Placing: once the object has been laid on the spot in the centre of the circle, a single **compulsory** command: **'garde'**.

Upon the Handler's return, once the Judge gives the signal to walk off to heel, the object is lifted and immediately followed by the command: **'X... au pied' (X heel)** (or a **blow on a whistle**).

XV – SEARCH AND DISCOVERY – ESCAPE ATTEMPTS – DECOY ESCORT - RECHERCHE

Sending off: a single command: '**X...cherche et aboie**' (**X search and bark**).

During the escape attempts and after the signal from the Judge, a single command: '**X... halte**' (**X halt**). At the end of the escort, upon the Judge's signal, the group comes to a halt with a single command: '**X... halte**' (**X halt**), followed by the single command 'garde' and preceded by a COMPULSORY reinforcement: '**Assis-Garde**' (**Sit, Guard**), '**Couché-Garde**' (**Lie-guard**), or '**Debout-garde**' (**Stand-Guard**) (no other commands allowed). The Handler then proceeds alone without the dog to the Judge's table to hand in the revolver, returning to stand at least 3 meters away from the Decoy, then calls the dog to heel after the Judge's authorisation.

N.B. Apart from the Revolver Attack with its Decoy guarding, all of the commands must be given in one breath; otherwise they are considered as irregularities.

Starting off each exercise:

Once the Dog is correctly placed and the optional reinforcement issued within two seconds, there is no reason to prolong the waiting for the exercise to begin beyond THREE seconds and this applies to the start of all of the exercises.

Ending each exercise:

Except for the broad jump, the judge uses the horn to signal the end of the exercise, once the dog has come to a stop within the range of a meter around the Handler.

Placing:

Any command by word or gesture issued at less than three meters from the spot selected for the start of the exercise counts as an extra command.

Regulation placing:

The Handler commands the starting position, prefixing it or not with the Dog's name, then issues the reinforcement command and goes and stands behind the Dog's shoulder, or, orders the starting position, goes and stands behind the Dog's shoulder and issues the reinforcement. The Handler must not be in contact with the dog.

Chewing:

Penalty points are deducted after 3 extra grips.

Overtaking, dragging behind or moving apart during the to heel on and off leash exercises:

The proper position is when the Dog's neck is at the height of the Handler's leg on the Dog's side, so:

Overtaking is when the tip of the Dog's elbow moves in front of the Handler's leg.

Dragging behind is when the back of the dog's head moves behind the Handler's leg.

Moving apart is when there is a gap of more than 20cm between the Dog and the Handler.

The Dog shifts away or moves forwards:

If a Dog shifts away, then comes back to where it was at first, no matter how many times it does this, they should not be added on to each other, but penalized solely with reference to the farthest the dog goes: for example, at the start of an attack, the dog moves 0.70m forwards, comes back to where it was, then moves 0.50m forwards and back again = the farthest forward is 0.70m, so no penalty points are to be deducted.

To heel: the Dog is considered to have come to heel when, for example, after an attack, it comes to a stop within the range of 1m around the Handler.



Extra bites:

The Dog stops when told then bites again. The penalty points are calculated with reference to the number of extra bites starting from the end of the command to stop or the blow on the whistle.

Delay in stopping:

The Dog fails to stop when told, with or without pulling (i.e. it does not lose contact with the suit). The penalty points are calculated with reference to the duration of the hold in seconds, starting from the end of the command to stop.

Biting at the intercepted attack and the object guarding:

When coming to a decision, the Judge will consider the two exercises in the same way: mere pressure of the jaw cannot be considered as biting.

CHAPTER II – JUMPING

It is ONLY from a correct jump that the penalty points are added up and deducted because of moving more than a meter, the starting position, extra commands, jumping too soon after the judge's authorisation and before the Handler's command and so on.

By the rule 'no-crossing the landing area of the jump' is meant no intervening in the placing of the dog after the jump forward. This only concerns the landing area of the jump forward, and the Handler has every right to show the dog the obstacle at the start in the run-up.

Once the Dog has been left in the starting position, the Handler must immediately go and stand in the authorized square or rectangle.

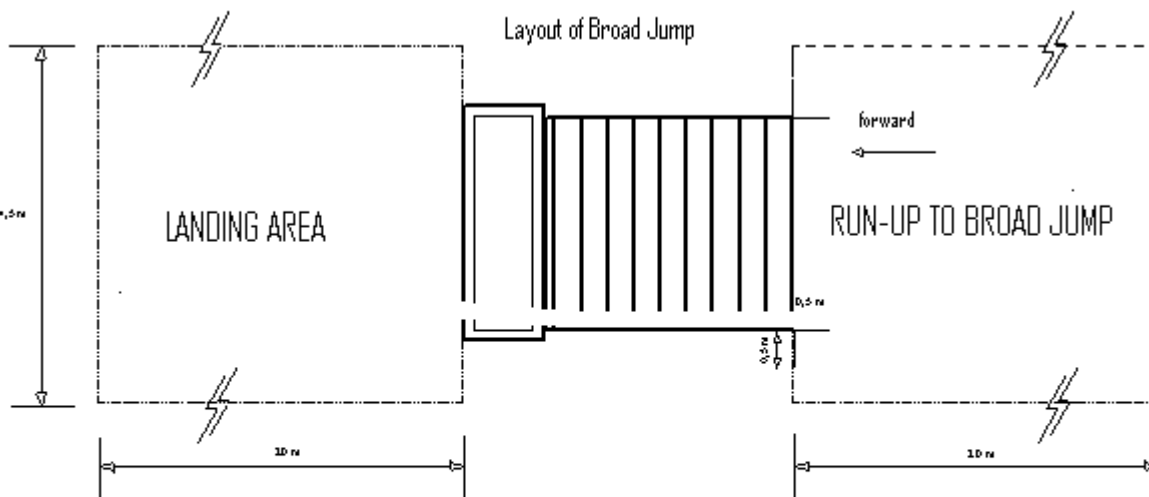
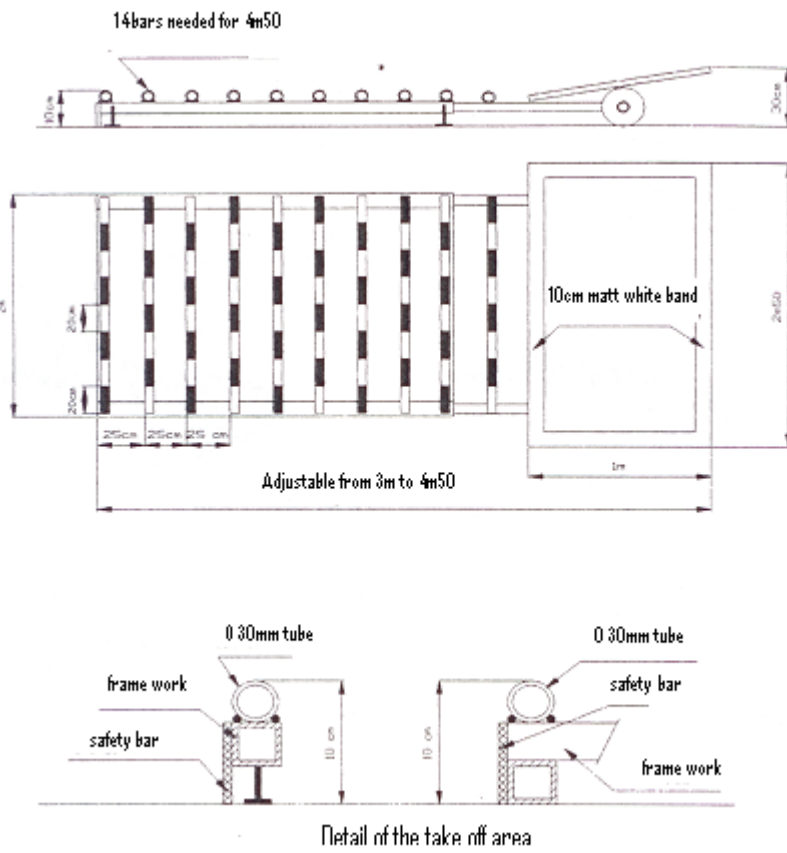
In comparison with the broad jump, and by extension, if the Dog puts its paws on the palisade or the fence when being shown the jump, there is a penalty of -2 and the loss of one of the tries.

If the Dog touches the first bar of the broad jump, there is no penalty. The jump is considered as a fail only if the panel lifts off the ground (except when touched by the Dog's tail).

If the first bar of the fence drops because of the Dog's tail, there is no penalty. The jump is considered as a fail when one of the bars or the panel falls (except because of the Dog's tail). After the jump forward, immobilizing the Dog by both voice and gesture is considered as an irregularity resulting in the loss of the points awarded the return jump and this ends the exercise.

A Dog's failure to return to heel within 10 seconds of landing after the return jump over the palisade or the fence results in the loss of the points awarded the return jump, but a higher level is permissible if any tries remain.

BROAD JUMP (Forward only)



SPECIFICATIONS OF THE EXERCISE:

For regulations concerning the placing of the dog, cf. general instructions.

The Dog jumps across a frame 3m long and 2m wide, combined with a panel 2.50m long and 1m wide and on an inclined plane of 0.30m from the ground beyond the frame, the other edge touching the ground or lying on the frame. The panel should have a matte surface and be either completely white or painted matte white round the edges to a width of at least 10cm.

The panel should be fixed onto an axle or supports and built in such a way that it can tip forwards, if the Dog touches it when jumping.

The jump is only correctly carried out if the panel does not tip forwards (except due to the dog's tail). The sensitivity range should be situated between 0kg800 and 1kg300 and be sufficient to make the panel tip forwards.

It is compulsory to place the panel across the frame even for the minimum length of 3m, with the upper edge of the panel touching the far end of the frame. The bars should be of two colours, painted red and white in 20cm segments and placed 25cm apart. None of the bars may be fixed down, not even the first one. The space beneath the first bar must be blocked either by the framework of the jump reaching right down to the ground or by a wooden bar or strip of plastic, the aim being to prevent the dog from catching its paws underneath. The maximum length of 4.50m is obtained by moving the bars 0.25m at a time. It is compulsory to add extra bars to fill the empty spaces.

The Handler places the Dog in front of the obstacle at the chosen distance in accordance with the same positioning rules as those applicable to all of the exercises;

The Handler must not cross or allow the Dog to come into contact with the landing area, or else the exercise is nullified. Then, without turning round, the Handler immediately goes and stands inside one of the 50cm side squares drawn in the corners of the framework.

Where the placing of the Dog and the Handler are concerned, the rules governing the broad jump are the same as for the palisade and the fence, except that in the broad jump, there is no return.

The Handler is allowed three tries, **AND THREE TRIES ONLY** to get the dog across the broad jump, but the exercise can be started at whatever length the Handler chooses with no obligation to use the 3 tries to reach the maximum.

Should there be a fail, it is not possible to request a reduced or extended length. The Judge will only authorise the jump if the Dog is completely immobile and the Handler standing in the right place.

Upon the Judge's signal, the Handler orders the Dog: 'X... saute' (X jump) or 'X... Aller (X go) or 'X... Hop' (X over), no other command being allowed.

As soon as the jump has been made, the Handler may move away, or if preferred, immobilize the dog behind the jump, then call it back to heel without the Judge sounding the horn, since the exercise is considered to be over. Under no circumstances may the Handler go and fetch the dog from the landing area. The points gained in a correct jump carried out in accordance with the rules cannot be lost, no matter what mistakes the Dog or the Handler makes in the following jumps of greater length.

BROAD JUMP: POINTS PER JUMP ACHIEVED

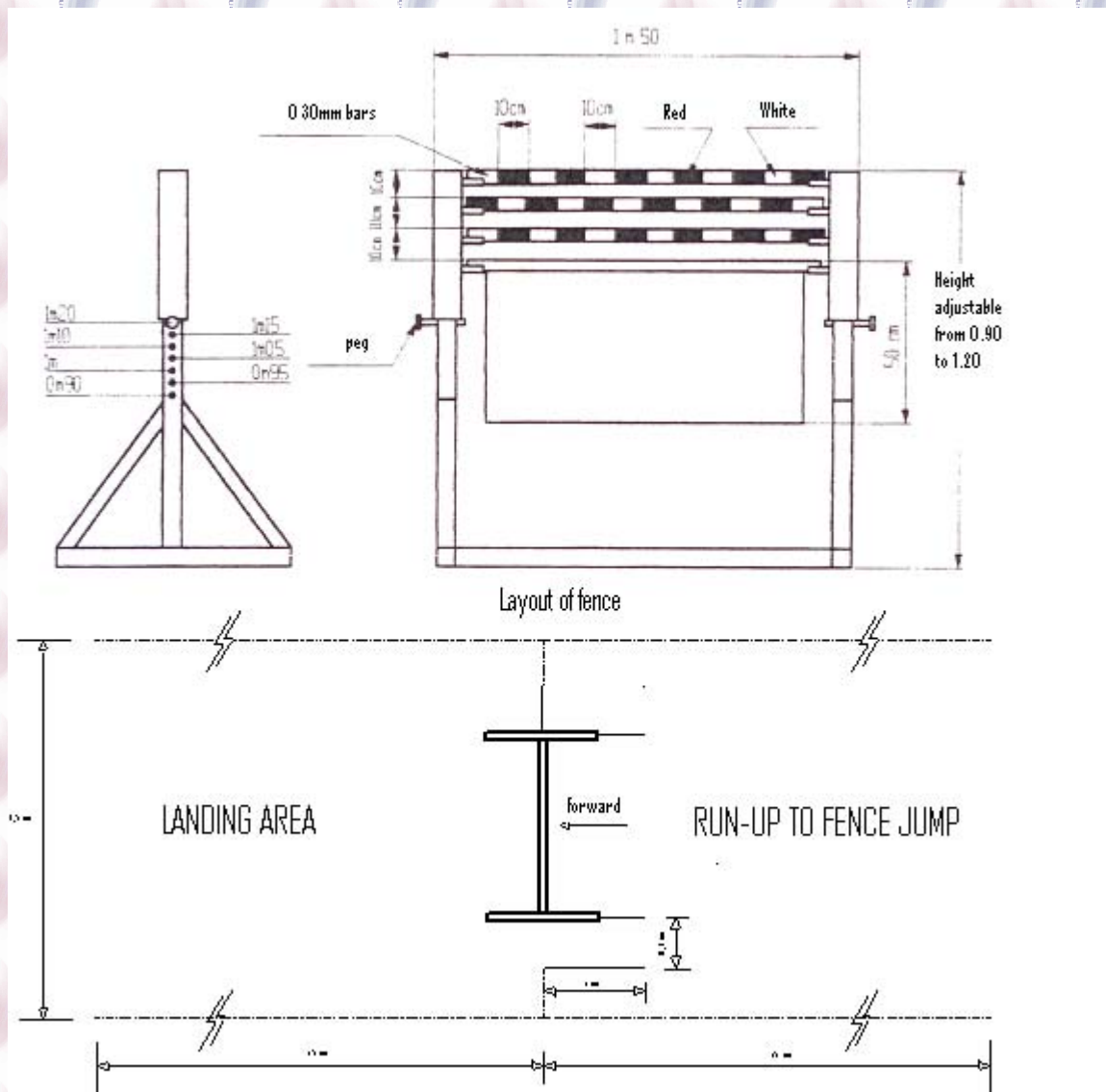
3m00
3m25
3m50
3m75
4m00
4m25
4m50

8points.
10 points
12 points
14 points
16 points
18 points
20 points

BROAD JUMP PENALTY POINTS

1	Extra placing commands (4 extra commands are the authorized MAXIMUM, deducted from the points awarded the exercise), (Beyond 4 end of exercise)	-0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands) in each of the three tries	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Dog moves more than a meter before the order to jump	- 1
6	The Handler turns round once towards the Dog on the way to the obstacle or does not go directly to the square	- 5
7	The Handler turns round towards the Dog more than once or continually on the way to the square	End of exercise
8	The Handler orders the dog back to its place (after going off towards the obstacle)	- 2 + loss of a try
9	The Dog walks into the frame when being shown the jump	- 2 + loss of a try
10	Any irregularity in placing or ordering, or starting the jump before the Judge's authorisation, or stepping on the landing area	End of exercise
11	Starting the jump before the command, but after the Judge's authorisation	Loss of half of the points awarded the jump. An extended length is permissible, but the lost points are lost points
12	A command to jump issued before the Judge's authorisation = irregularity	End of exercise
13	The Handler changes sides in front of the obstacle, after the first or second jump	End of exercise
14	A fail (touching the first bar is not considered a fail)	- 1 per fault
15	Refusal, shying away, trampling the frame	- 2 per fault
16	The Handler fetches the dog from the landing area	End of exercise
17	The Handler fails to stand in the square in front of the frame to order the jump	End of exercise
18	The panel tips forward (except if touched by the dog's tail)	- 1 per fault (a fail)

FENCE JUMP



The fence must be composed of:

- Two movable supports, each support made up of two sections, the lower fitting into the upper. The upper part slides up and down with holes drilled in it for the pegs with which the fence can be adjusted to the regulation heights. The inside of the upper section is equipped with cradles upon which are laid on the one hand the lugs of the lower panel and on the other hand the ends of the bars of the fence. It is imperative that the upper section of each support should slide up and down in such a way that the tip does not reach above the topmost bar, to make sure that a dog that misses its jump at whatever height will not be impaled on the shafts.
- A wooden panel 50cm wide by the length corresponding to the way the supports are put together. The panel must be movable with the lugs on either side resting on the lower cradles of the supports to allow it to turn upside down and fall without harming any Dog accidentally banging into it.
- Three circular bars placed on the upper cradles of the supports, so as to obtain jumps from between 0.90m and 1.20m in height (adjustable every 5cm). The three bars must be laid out at every jump, no matter what the requested height may be. The bars must be 30mm in diameter, sufficiently rigid to prevent sagging and strong enough not to break if they fall. Each bar should weigh between 0.800 and 1.2kg and be painted in two colours with red and white segments 10cm in length. The cradles should be curved just enough to keep the bars and the panel in place and prevent them from falling in the wind, but no more.

SPECIFICATIONS OF THE EXERCISE

The Dog jumps over the fence and then back, without upsetting either the bars or the panel. The relevant heights may be 0.90m, 0.95m, 1m, 1.05m, 1.10m, 1.15m or 1.20m. A correct jump is when the Dog goes over the fence without upsetting either the bars above the panel or the panel itself, over and back again. If the bars fall because of the dog's tail, the jump is still considered to be correctly executed.

For the jump forward, the Handler places the dog facing the obstacle at a chosen distance in accordance with the positioning rules applicable to all of the exercises.

The Handler must not cross or allow the Dog to walk on the landing area, or else the exercise is nullified. The Handler then immediately goes and stands inside one of the rectangles measuring 1m x 0.50m along the length of the fence on the same side as the Dog's starting point (cf. drawing for details of positioning). The Handler may only order the dog to jump after the Judge's signal.

If a Dog makes the jump forward too early after the Judge's authorisation, but before the Handler's command, it loses the points awarded the jump forward, even if correctly executed, but is allowed to attempt the return jump. The Handler will place the Dog in the usual way and order the return jump after the Judge's signal. Similarly, should the dog make the return jump too early after the Judge's authorisation but before the Handler's command, it loses the points awarded the return jump, even if correctly executed.

In the jump forward over the fence, the rules governing the placing of the Dog and the Handler are the same as for the broad jump and the palisade. After the return jump, the Handler may only leave the rectangle once authorized to do so by the Judge. The Handler is allowed 3 tries (by tries is meant both forward and back) and only 3, which include all of the heights, to carry out the forward and return jump over the fence, but is allowed to begin the exercise with the height he or she chooses, without needing to use the 3 tries to reach the maximum. If there is a fail, it is impossible to ask for the height to be lowered or raised. If the Dog misses the return jump, it has to start the jump forward once again (counted as one of the tries), so as to make another attempt at the return jump.

The Handler may issue an order from behind the fence upon the Dog landing after the jump forward, using a single, brief, optional command: '**reste**' (stay) or '**pas bouger**' (don't move). Once the dog has come to a halt on the other side of the fence, the Judge sounds the horn authorising the command for the return jump. As in the jump forward, the Judge will delay sounding the horn, if the Dog has not come to a halt. After the signal authorising the return jump, the Handler, without leaving the rectangle, may issue a spoken command to put the Dog in the best possible position for a penalty-free return jump: '**en arrière**' (back), '**place**' (place), '**recule**' (back), '**assis**' (sit), '**debout**' (stand), '**couché**' (lie), '**terre**' (down), none of which orders are penalised if not carried out. The 1st, 2nd, 3rd and 4th extra commands are penalised. If the dog is not placed after the 4th extra command, the exercise is at an end, as it is after 30 seconds, even if fewer than 4 extra commands have been issued. Once the order for the return jump has been given and once the jump has been executed correctly, the Dog must come back to heel within 10 seconds of landing. After the return jump, the Handler is allowed only one extra call to heel but it is penalised.

The points gained in a correct jump or part of a jump (forward or back), carried out in accordance with the rules, cannot be lost, no matter what subsequent mistakes are made by Dog or Handler. During the different tries at the fence jump, the Handler must always go and stand on the same side of the obstacle.

At the jump forward and the return jump, the only compulsory commands allowable are: 'X... saute' (X jump), 'X... aller' (X go), or 'X... hop' (X over) and no other.

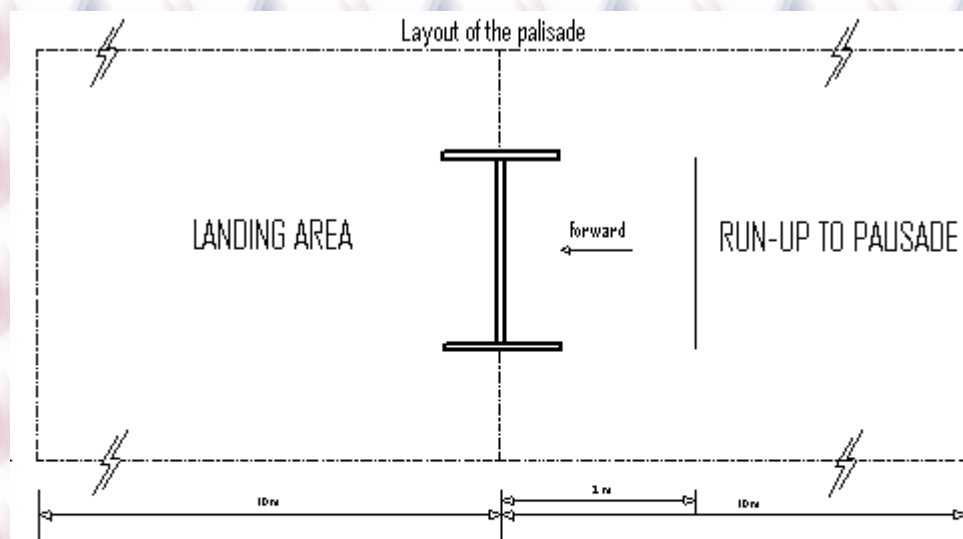
FENCE: POINTS PER JUMP ACHIEVED

Height :	Forward :	Return :	Total
0 m 90	4 points	4 points	8 points
0 m 95	5 points	5 points	10 points
1 m 00	6 points	6 points	12 points
1 m 05	7 points	7 points	14 points
1 m 10	8 points	8 points	16 points
1 m 15	9 points	9 points	18 points
1 m 20	10 points	10 points	20 points

FENCE JUMP PENALTY POINTS

1	Extra placing commands (4 extra commands are the authorised MAXIMUM, deducted from the points awarded the exercise). Beyond 4 end of exercise	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands) (in each of the three tries)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Dog moves more than a meter before the order to jump	- 1
6	The Handler turns round once towards the Dog on the way to the obstacle or does not go directly to the rectangle	- 5
7	The Handler turns round towards the Dog more than once or continually on the way to the obstacle	End of exercise
8	The Handler orders the dog back to its place (after going towards the obstacle)	- 2 + loss of a try
9	At the jump forward, any irregularity in placing or ordering, or starting before the Judge's authorisation, or crossing the landing area	End of exercise
10	At the jump forward, starting before the given order but after the Judge's authorisation	Loss of jump forward. Raising the height permissible if return jump a success but the lost points are lost points
11	A command to jump issued before the Judge's authorisation = irregularity	End of exercise
12	After the jump forward, a mistaken command	- 2
13	At the return jump, any irregularity in placing or ordering or a return jump before the Judge's authorisation	Loss of return jump and end of exercise
14	At the return jump, starting before the given order but after the Judge's authorisation	Loss of return jump, but raising the height permissible if return jump a success and a try is left but the lost points are lost
15	The Handler changes sides in front of the obstacle after the first or second jump	End of exercise
16	A fail at the jump forward or back	- 1 per fault
17	Refusal, shying away at the jump forward or back	- 2 per fault
18	The Handler fails to go and stand in the rectangle to order the jump	End of exercise
19	Calling the dog to heel after the return jump (once only)	- 2
20	The dog is not to heel within 10 seconds after the return jump	Loss of return jump. Raising height permissible if return jump a success
21	After the jump forward, immobilizing the dog with a gesture or with voice AND gesture after the Judge's authorisation of the return jump	- 5 (return jump permissible)
22	The Dog returns to the Handler without doing the return jump	End of exercise

SCALING THE PALISADE



The Dog scales a vertical palisade at a minimum height of 1.70m, which can be increased every 10 cm from 1.50m to a maximum height of 2.30m. The planks should be 27mm thick and made of raw wood (untreated, unpainted), jointed and unplanned. The organizers must keep them dry and have a tarpaulin ready to protect them in bad weather.

At the jump forward, the Handler places the Dog in front of the obstacle at the chosen distance and in accordance with the same positioning rules as in all the other exercises.

The Handler must not cross or let the Dog walk over the landing area or else the exercise is nullified.

Once the Dog is placed, the Handler goes straight to the palisade with a shoulder against the planks so as not to be able to see behind them. As at the broad jump and the fence, the Handler must not turn round on the way to the palisade, or else lose points. Nor may the Handler go back and place the Dog a second time after walking towards the palisade or else lose points in the exercise and lose a try. Three tries and three tries only are allowed for the jump forward.

The Handler may begin the exercise with the height he or she chooses without having to use the three tries to reach the maximum. But if the attempt fails, no request to lower or raise the height is allowed. At the return jump, the three tries that are authorised depend on the jumps forward having been carried out successfully. If the three attempts at the return jump all fail, the exercise is at an end.

The Judge will not authorise the jump until the Dog is immobilized and the Handler correctly positioned. The Handler may only order the Dog to jump after the Judge's signal.

As soon as the jump forward has been made, the Handler must go and stand behind the line drawn at 2 meters from the palisade. Then, and only once on the other side of this line, without waiting for the Judge's authorisation, the Handler may immobilize the Dog using one and ONLY ONE optional command '**reste**' (stay) or '**pas bouger**' (don't move).

After the Judge's horn authorising the return jump, the Handler may issue a SINGLE placing command before ordering the return, so as to get a better jump: '**en arrière**' (back), '**place**' (place), '**recule**' (back), '**assis**' (sit), '**debout**' (stand), '**couché**' (lie), '**terre**' (down), none of which are penalised if not carried out. A deduction of -0.50 is made after each extra placing command at the return jump up to an authorised maximum of 4. If the Dog is not placed after the 4 extra commands or within 30 seconds, the return jump is nullified. If the Dog makes a correct return jump, it has 10 seconds to return to heel. After the return jump, ONLY ONE call to heel is allowed, but with a loss of points. If, after the order given for the return jump, the Dog fails to achieve it, the Handler is allowed to immobilize the Dog as after the jump forward, using a single command: '**en arrière**' (back), '**place**' (place), '**recule**' (back), '**assis**' (sit), '**debout**' (stand), '**couché**' (lie), '**terre**' (down), none of which are penalised if not carried out. Then the Handler waits for the Judge to sound a second signal before making another attempt at the return jump (cf. above for extra placing commands).

Should the jump forward be too early, after the Judge's authorisation but before the Handler's command, the Dog that makes a correct jump loses the points awarded the jump forward, but is allowed to attempt the return jump. The Handler places the Dog in the normal way and orders the return jump after the Judge's signal. If the return jump is successful, the Handler may attempt an increased height to make up the difference in points. Similarly, if the return jump is too early, after the Judge's authorisation and before the Handler's command, a Dog that makes a correct jump loses the points awarded the return jump.

The points gained in a correct jump or part of a jump, carried out in accordance with the rules cannot be lost. During the different tries at the palisade, the Handler must always go and stand on the same side of the obstacle.

At the jumps forward and back, the only compulsory commands allowable are: X... 'saute' (X jump), 'X... aller' (X go) or 'X... hop' (X over).

PALISADE

POINTS PER JUMP ACHIEVED

Height :	Forward	Return	Total
1 m 70	4 points	4 points	8 points
1 m 80	5 points	5 Points	10 points
1 m 90	6 points	6 Points	12 points
2 m 00	7 points	7 Points	14 points
2 m 10	8 points	8 Points	16 points
2 m 20	9 points	9 Points	18 points
2 m 30	10 points	10 Points	20 points

PALISADE SCALING. PENALTY POINTS

1	Extra placing commands. (4 extra commands are the authorised MAXIMUM , deducted from the points awarded the exercise). (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands in each of the three tries)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Dog moves more than a meter before the order to jump	- 1
6	The Handler turns round towards the Dog on the way to the obstacle, or does not immediately go and stand leaning against the palisade	- 5
7	The Handler turns round towards the Dog more than once or continually on the way to the obstacle	End of exercise
8	The Handler orders the Dog back to its place (after going towards the obstacle)	- 2 + loss of a try
9	At the jump forward, any irregularity in placing or ordering, or starting before the Judge's authorisation or crossing the landing area	End of exercise
10	At the jump forward, Dog starts before the given order but after the Judge's authorisation	Loss of points for jump forward. Raising the height permissible if return jump a success, but the lost points are lost points
11	A command to jump before the Judge's authorisation = irregularity	End of exercise
12	After the jump forward, a mistaken command	- 2
13	At the return jump, any irregularity in placing or ordering, or a return jump before the Judge's authorisation	Loss of return jump and end of exercise
14	At the return jump, starting before the given order but after the Judge's authorisation	Loss of return jump. Raising the height permissible if return jump a success and a try is left, but the lost points are lost
15	The Handler changes sides in front of the obstacle after the first or second jump	End of exercise
16	A fail at the jump forward or back	- 1 per fault
17	Refusal, shying away at the jump forward or back	- 2 per fault
18	The Handler is deliberately visible to the Dog	Loss of return points. End of exercise

19	Calling the Dog to heel after the return jump (once only)	- 2
20	The Dog is not to heel within 10 seconds after the return jump	Loss of return jump. Raising the height permissible if the return jump a success.
21	The Dog returns to the Handler without doing the return jump (the whole of the dog's body must have passed the upright of the palisade)	Loss of return jump. End of exercise

CHAPTER III – BREAKING IN

RETRIEVALS

REMARKS CONCERNING THE THREE RETRIEVALS

In the three retrieval exercises, the Handler must put the Dog in the same position and stand in the same place in relation to the Dog; anything else is an irregularity. The position used at the first retrieval becomes a reference for the other two.

The Handler must choose from the following 4 objects, the only ones allowable in the retrievals (but two identical objects, one in each pocket, are acceptable):

- 1- Gloves (wearable)
- 2- Socks (wearable)
- 3- Glasses case
- 4- Handkerchief (which may be knotted as the Handler likes, after the Judge's inspection).

The object must be no bigger than a clenched fist. It must be in the Handler's pocket and remain unseen by the Dog. The Handler may not take the object out before the Judge sounds the signal for the exercise to begin. The regulation pockets for the three retrievals must be situated at the Handler's waist.

The Handler is not allowed to shift his or her position in order to take the object from the Dog's mouth, whether the Dog is sitting or not. But the Handler is allowed to use the single command 'donne' (give) once only, to get the dog to yield up the object.

If the dog fails to start after being sent off to fetch, the Handler is allowed a single extra command, but with deductions.

If the Dog fails to retrieve the object, it is up to the Handler to go and fetch it. Should there be any irregularity in the retrieval command or an extra command given the Dog, or should the Handler take the Dog to fetch the object, the points are lost.

The Judge is allowed to inspect the objects at the end of the performance.

Changing pockets should only be penalised if it is an example of cheating aimed at motivating the dog and of course if it is done just before a retrieval exercise.

THROWN RETRIEVAL - 4 points RAPPORT LANCE

The exercise can be carried out in any part of the field where there is a departure line, but the direction is always lengthwise.

The Ring Steward takes the Handler and shows where the Dog is to be placed according to the same positioning rules as for all of the exercises.

When the Judge sounds the horn, the Handler must take the object out of his or her pocket and throw it at least 5 meters forward. When the Judge sounds the horn a second time, the Handler orders the Dog : 'X... cherche et apporte' (X fetch)

The Dog goes and picks up the object and brings it back to the Handler. The Dog must come and sit in front of the Handler or at the Handler's side, but must not go round behind; the object must be yielded up without hesitation or chewing, without being dropped or played with. The Dog must remain sitting until the Handler takes the object back.

When taking the object from the Dog's mouth, the Handler is allowed to issue the command 'donne' (give). The Dog has 15 seconds to carry out the exercise, starting from the order to fetch.

PENALTY POINTS DEDUCTIBLE FROM THROWN RETRIEVAL

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Dog is not ordered to take the same position as at the other retrievals, or the Handler is in contact with the Dog	- 4
6	The Dog moves more than a meter	- 1
7	The Handler puts one hand or both in his or her pockets before the exercise	- 4
8	The object can be seen by the Dog, it is not of regulation size, or in a pocket not at regulation height	- 4
9	The Handler takes the object out before the Judge's authorisation	- 4
10	The Handler shows the Dog the object before the exercise	- 4
11	Extra retrieval command at start	- 2 (one only, otherwise -4 + -5 off Performance Appraisal)
12	Irregularity in retrieval command, or Handler takes Dog to retrieve object	- 4 + -5 off Performance Appraisal
13	Retrieval command plus hand signal	- 2
14	Retrieval command before authorisation	- 4
15	Dog starts too early before Judge's authorisation	- 4
16	Dog starts after Judge's authorisation, but before command	- 4
17	Dog starts too early after Judge's authorisation and with command	- 2
18	The Dog chews or plays with the object while bringing it back	- 1
19	The Dog goes round behind the Handler to yield up the object	- 0.5
20	The Dog drops the object when bringing it back	- 1 per fault
21	The Dog drops the object at the Handler's feet and fails to retrieve it to yield it up	- 2
22	The Dog is not sitting when yielding up the object or sits only when commanded 'donne' (give)	- 2
23	Handler makes brief hand signal to obtain sitting position	- 2
24	The Dog is reluctant to yield up the object	- 2
25	The Dog does not retrieve within 15 seconds	- 4
26	The Handler shifts his or her position to take the object from the dog's mouth	- 4
27	Object thrown less than 5 metres (except because of weather)	- 2

RETRIEVAL OF FALLEN OBJECT (SEEN) – 8 points RAPPORT AU VU

The Ring Steward takes the Handler and shows where the Dog is to be placed according to the same positioning rules as for all of the exercises.

When the Judge sounds the horn, the Handler orders the dog to heel "X... au pied" and at an even and natural pace, moves towards the line 30 metres away. As soon as the Handler gives the order, the dog must walk to heel keeping within a range of one meter and continuing to do so until the Handler drops the object, or else all the points awarded the exercise are lost. Before reaching the dotted line 5m from the starting point, the Handler must let the object fall from his or her pocket perpendicularly as if by accident and without giving it the slightest push. The object must be dropped (and not thrown) as soon as it is out of the Handler's pocket. The object must be in the regulation pocket on the dog's side. When doing this, the Handler must not change pace, but go on walking straight ahead as if nothing had happened.

Having seen the object fall, the Dog picks it up as soon as possible and, without any command, brings it back to the Handler before the line 30 metres away has been crossed. The whole length of the dog's body, not counting its tail, must pass beyond the Handler. Providing the Dog has got the object in its mouth (for example a dog could push the object forward beyond the Handler without picking it up) the Handler must stop immediately (a maximum of three extra steps allowed). The allowance of three steps is merely an indication of length, no penalty points should be deducted over one step, but only if the Handler is obviously trying to cheat.

Within 15 seconds of having overtaken the Handler and with the object in its mouth, the Dog must come and sit in front of or beside the Handler and willingly yield up the object without chewing it, dropping it or playing with it. The Dog must remain sitting until the Handler takes the object. When the object is taken from the Dog's mouth, it is possible to use the command 'donne' (give). Theoretically, the Dog ought to pick up the object only once it has reached the ground.

However, a Dog that sees the object falling from the Handler's pocket and snaps it up in mid-air does not lose points. On the other hand, a Dog taking the object from the Handler's hand loses all the points awarded the exercise.

PENALTY POINTS DEDUCTIBLE FROM DROPPED RETRIEVAL (SEEN) – 8 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Dog is not ordered to take the same position as at the other retrievals, or the Handler is in contact with the Dog	- 8
6	The Dog moves more than a meter away	- 1
7	The Handler has one hand or both in his or her pockets before the exercise begins	- 8
8	The object can be seen by the Dog, or is of non-regulation size, or in a pocket at non-regulation height	- 8
9	The Handler puts the object in the other pocket before the exercise	- 8
10	The Handler shows the Dog the object before the exercise	- 8
11	Irregularity in commanding the start of the exercise	- 8
12	The Handler does not drop the object within the 5 meter limit or takes out the object on the wrong side	- 8
13	The Handler throws the object or gives it any kind of push	- 8
14	The Handler turns towards the Dog or issues an order during the exercise	- 8
15	The Handler changes pace after the object falls	- 8

16	The Dog does not follow to heel within the one meter range before the object falls	- 8
17	The Dog takes the object from the Handler's hand	- 8
18	The Handler stops before being overtaken by the Dog	- 8
19	The Handler does not stop immediately (3 steps allowed)	- 8
20	The Dog does not pick up the object or does not overtake the Handler before the line 30 meters away	- 8
21	The Dog chews or plays with the object when bringing it back	- 1
22	The Dog goes round behind the Handler to yield up the object	- 0.5
23	The Dog drops the object when bringing it back	- 1 per fault
24	The Dog drops the object at the Handler's feet and fails to retrieve it to yield it up	- 2
25	The Dog is not sitting when yielding up the object or sits only when commanded 'donne' (give)	- 2
26	Handler makes brief hand signal to obtain sitting position	- 2
27	The Dog is reluctant to yield up the object	- 2
28	The Dog is not back with the object within 15 seconds of overtaking	- 8
29	The Handler shifts his or her position to take the object from the dog's mouth	- 8
30	Irregularity in retrieval command, or Handler takes Dog to retrieve object	- 8 + -5 off Performance Appraisal

RETRIEVAL BY SCENTING UNSEEN FALLEN OBJECT– 8 points INSU

The Ring Steward takes the Handler and shows where the Dog is to be placed according to the same positioning rules as for all of the exercises.

When the Judge sounds the horn, the Handler orders the Dog to heel : 'X... au pied' and immediately after issuing the order, the Handler walks straight ahead at an even pace towards the line 30 meters away.

Before reaching the dotted line indicating 5 meters from the starting point, the Handler must drop the object from the regulation pocket on the side opposite to the dog's; no order of any sort may be given while walking, not until the authorisation to send the Dog to fetch. As soon as the Dog receives the Handler's order to walk to heel, it must do so within a range of 1 meter, or else lose all the points awarded the exercise.

During this time, someone else places an object as similar as possible to the Handler's at the regulation distance of 50 cm to a meter, but it must be placed in the same way for all of the competitors. When the Judge gives the signal, once the line at a distance of 30 meters has been reached, the Handler immediately turns round (a maximum of three extra steps allowed) towards the spot where the object was left lying.

The Judge sounds the horn as soon as the Dog is immobile. If the Dog is not immobile within 20 seconds of the Handler's about-turn, the exercise is nullified.

At the Judge's signal, the Handler orders the dog: 'X... cherche et apporte' (X fetch).

The Dog goes and picks up the right object, brings it back and yields it up to the Handler in the same conditions as for the thrown retrieval and the seen retrieval.

A dog that takes hold of the same object, whichever it is, more than twice loses points (but repeatedly taking hold of the object in the identification zone cannot be numbered among the three extra grips that define chewing).

The Dog has thirty seconds to carry out the exercise, starting from the moment the Handler sends the Dog off.

If the dog is going so fast that it takes hold of the wrong object and runs more than 2 meters in the opposite direction to the Handler, then puts the object down and picks up the right one, it does not lose points; on the other hand, if the dog sets off towards the Handler with the wrong object for more than two meters, the exercise is at an end.

PENALTY POINTS DEDUCTIBLE FROM RETRIEVAL BY SCENTING UNSEEN FALLEN OBJECT – 8 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Dog is not ordered to take the same position as at the other retrievals, or the Handler is in contact with the Dog	- 8
6	The Dog moves more than a meter away	- 1
7	The Handler has one hand or both in his or her pockets before the exercise	- 8
8	The object can be seen by the Dog, or is of non-regulation size, or in a pocket at non-regulation height	- 8
9	The Handler puts the object in the other pocket before the exercise	- 8
10	The Handler shows the Dog the object before the exercise	- 8
11	Irregularity in commanding the start of the exercise	- 8
12	The Handler does not drop the object within the 5 meter limit or takes out the object on the wrong side	- 8
13	The Handler changes pace	- 8
14	The Dog does not follow to heel within the one meter range	- 8
15	The Handler does not stop immediately (3 steps allowed)	- 8
16	The Dog is not immobile within 20 seconds of the Handler's about-turn	- 8
17	Extra retrieval command at start (one only)	- 2 (one only, otherwise -8 + -5 off Performance Appraisal)
18	Retrieval command issued too early or irregularity	- 8
19	Retrieval command plus hand signal	- 2
20	Same object taken hold of more than twice (during identification)	- 1 per fault
21	Dog starts off too early before Judge's authorisation	- 8
22	Dog starts off too early after Judge's authorisation, but without command	- 8
23	Dog starts off too early after Judge's authorisation and with command	- 4
24	The Dog sets off with the wrong object or both for a distance of more than 2 meters	- 8
25	The Dog chews or plays with the object while bringing it back	- 1
26	The Dog goes round behind the Handler to yield up the object	- 0.5

27	The Dog drops the object later than the identification phase when bringing it back	- 1 per fault
28	The Dog drops the object at the Handler's feet and fails to retrieve it to yield it up	- 2
29	The Dog is not sitting when yielding up the object or sits only when commanded 'donne' (give)	- 2
30	Handler makes brief hand signal to obtain sitting position	- 2
31	The Dog is reluctant to yield up the object	- 2
32	The Dog fails to retrieve within 30 seconds of retrieval command	- 8
33	The Handler shifts his or her position to take the object from the dog's mouth	- 8
34	Extra retrieval command or the Handler takes the Dog to retrieve the object	- 8 + - 5 off Performance Appraisal

REFUSAL OF BAIT Thrown 10, Strewn 10 APPÂTS

A - STREWN BAIT: (Echelons II and III) AU SOL

Following the Judge's instructions, six different pieces of bait are strewn about the field where they must be left lying on the ground. They must be big enough to be seen but of a maximum size of a clenched fist and should not be eye-catching. The bait should be placed away from the run-up and landing areas of the jumps (NB. diagrams) and more than a meter from the starting point of any other exercise, including the spot chosen for the presentation. Throughout its performance, the Dog must carry out the exercises without eating, licking or picking up a single piece of bait. Before the start of each dog's performance, the Judge must make sure that bait possibly eaten or trampled by the previous dog has been replaced.

B – THROWN BAIT (all three echelons) LANCES

The Handler orders the dog to lie in the spot chosen by the Judge and in the direction of the blind (NB. placing rules). Then without turning round, the Handler follows the Steward to the blind chosen by the Judge.

The Handler is able to see how the Dog reacts through a slit or hole made in the sides. Once the Handler is concealed, 4 assorted pieces of bait, not as big as those on the ground, are thrown one after another to and not at the Dog by one of the equipment carriers from a distance of 3m. The Dog must refuse the bait without shifting its position.

Should the Dog shift away, the thrower once more moves to a distance of 3m before offering a new piece, only however once the Dog is immobile. The procedure is the same each time the Dog shifts away.

Throwing another piece of bait while the Dog is busy sniffing at a previous one is to be avoided and the thrower should wait until the Dog has raised its head.

Should one of the pieces accidentally fall into the Dog's mouth and be ejected immediately, no points are lost.

Under no circumstances may the thrower of bait show any violence towards the dog, the aim of the exercise being solely to test the dog's obedience and not its resistance to bombardment.

Once the four pieces have been thrown, and at the Judge's signal, the Handler returns to the Dog without speaking or making any sign. The Dog must remain where it was placed until the Judge gives another signal authorising the Handler to move off by ordering the Dog to heel "X... au pied" or by blowing a whistle. **The Handler must move off in the direction the Dog is facing and take at least three steps.**

Only one piece of bait is thrown during a Brevet.

PENALTY POINTS DEDUCTIBLE FROM THE REFUSAL OF STREWN BAIT: 10 points

1	The Dog eats, licks or picks up the bait scattered about the field	- 10
2	The Handler issues any kind of order while the Dog is sniffing a piece of bait	- 10

THROWN BAIT - 10 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	Irregularity in placing command or Dog not lying when Handler leaves	- 10
5	The Handler turns round to look at the Dog on the way to the blind (per fault)	- 5
6	The Dog sits or stands	- 1
7	The Dog moves more than a meter during the exercise	- 1 per meter and - 1 if Dog sits or stands (Max. -10)
8	The Handler appears to the Dog while the bait is being thrown	- 10
9	The Dog eats or licks a piece of bait or snaps at it without eating it	- 10
10	The Dog behaves viciously towards the bait thrower	- 10
11	The Handler returns to the Dog without authorisation	- 10 + - 5 off Performance Appraisal
12	The Handler comes running back to the Dog, speaks or gives a sign before the Judge signals the end of the exercise	- 10 + - 5 off Performance Appraisal
13	The Handler does not walk away in the right direction at the end of the exercise	- 2
14	The Dog moves as or when the Handler returns	- 1 per meter (Maximum -10)
15	The Handler does not order the Dog to heel at the end of the exercise or the Dog does not follow to heel when ordered at the end of the exercise	- 5

TO HEEL ON AND OFF LEASH SUITES

The distance to be walked is between 35 and 70 meters and the exercise includes 2 stops and two angles not counting the last stop (but no about-turn).

The procedure at starting is as follows: 3 meters away from the starting point, the Steward gives the directions, the Handler then takes the Dog and places it in the position of his or her choice according to the same positioning rules as for all of the exercises.

The piece of equipment corresponding to the exercise is handed over (leash or muzzle). If an optional reinforcement command is wanted, it must be issued before the Steward hands over the relevant article, or else the exercise is nullified.

DOG ON LEASH - 4 points

Using a leash of between 0.80m and 1m in length and a collar that is not a choker, the Handler puts the Dog on the leash at the starting point of the exercise. On the signal from the Judge, the Handler starts walking at an even and natural pace, once the Dog has been ordered to heel: 'X... au pied', the only compulsory command allowed. The Dog walks to heel and follows the Handler along the way pointed out by the Judge or the Steward with only two changes of direction at an acute, obtuse or right angle, one to the right, the other to the left. The leash is held in the hand that is on the Dog's side, or with the hand through the loop on the Dog's side. The leash must never be lying across the dog's back and the end must not be protruding from the owner's hand. The leash must be hanging loosely between the Handler and the Dog. The arm movements should be relaxed and natural.

If during the walk the leash happens to change sides accidentally or comes to lie over the dog's back, no penalty points are lost. Each time the Judge sounds the horn, the Handler must come to a stop (after a maximum of 3 steps) with feet joined, without clicking the heels or dragging the feet, and then start walking again after the next signal.

The Dog must stop of its own accord without being ordered or interfered with and without its shoulder ever moving beyond the leg between it and the Handler. It sets off again with the Handler without any order being given. It follows to the right or to the left throughout the whole length of the exercise without changing sides, moving apart or being outdistanced, without overtaking the Handler and without the leash being pulled tight either by the Dog or the Handler.

During the walk, the Steward must be 5m away from the group, so as not to be in the way or disturb the Dog, but so as to be able if need be to catch the Handler in the act of giving any order or sign against the Rules. The Steward must avoid screening the Dog from the Judge.

The path to be taken, indicated by markers of different colours or by numbers, must be strictly respected. The changes of direction must be made in a natural way whatever the angle (right, acute or obtuse) according to the layout of the exercise and by turning around the pennants or cones according to the Steward's instructions.

DOG OFF LEASH AND MUZZLED - 8 points

Whatever the model, the regulation muzzle is one with a closed end which prevents biting.

The exercise with the dog off leash and muzzled is carried out in the same way as on leash, with the Handler, the Dog, the Steward and the Judge proceeding in the same fashion.

Although freed of collar and leash, the Dog must walk to heel and follow, stop and set off again with the Handler as if on leash, not worrying at its muzzle, not trying to get it off and not rubbing it against the Handler's leg. The Handler's arms must move in a relaxed and natural way as when walking the Dog on leash. Only one compulsory command is allowed at the start of the exercise: 'X... au pied' (X heel). No extra order may be given the dog during the walk, either by voice or gesture.

PENALTY POINTS DEDUCTIBLE FROM ON LEASH AND OFF LEASH: 4 and 8 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Dog moves more than a meter away	- 1
6	Difficulty in putting on the leash or muzzle	- 1 or - 2 (depending on which exercise it is)
7	Irregularity in command or gesture, the Handler in contact with the dog, or extra command when starting or during the exercise, or a command after the equipment is handed over	- 4 or - 8 (depending on the exercise)
8	The leash is protruding from the Handler's hand	- 4
9	The leash is lying across the Dog's back or is not hanging on the right side	- 4

10	The Handler fails to follow the right path (deviation from the ideal line by no more than 2 meters), or the Handler does not walk round the pennants or cones in the right direction	- 4 or - 8 (depending on the exercise)
11	The Handler's gait is unnatural	- 1 or - 2 (depending on the exercise)
12	When stopping, the Handler clicks his or her heels, or makes some kind of noise	- 4 or - 8 (depending on the exercise)
13	The Handler or the Dog strains, jerks or pulls at the leash	- 4
14	The Dog worries at its muzzle or rubs it against the Handler	- 1 to - 4 (depending on the seriousness of the fault)
15	The Dog's shoulder overtakes the Handler a) intermittently b) continually	- 1 or - 2 (depending on the exercise) - 2 or - 4 (depending on the exercise)
16	The Dog gets in the Handler's way, moves apart, drags behind, overtakes once or at the stops , or the Handler's feet are not joined when stopping	- 0.50 per fault
17	The Dog zigzags behind the Handler or changes sides during the walk	- 2 or - 4 (depending on the exercise)
18	The Dog changes sides by passing in front of the Handler	- 4 or - 8
19	The leash is changed over into the other hand	- 4
20	The Handler drops the leash and immediately picks it up again	- 2
21	The Handler drops the leash and fails to pick it up again	- 4

POSITIONS – 20 points

The Steward takes the Handler with the Dog to the starting rectangle where the Dog is placed in the compulsory starting position (sitting, lying or standing up), drawn by lot before the beginning of the competition, the same starting position for all of the competitors.

It is compulsory to order the starting position, not doing so is assimilated to an irregularity in commanding. The Handler may not leave until the Dog has adopted the required position and kept it for at least two seconds. (Timing the two seconds of the initial position with a stopwatch is out of the question. The reference to a couple of seconds merely means that the Handler must stand still for a moment and that the dog must have adopted the position before the Handler can leave. The Handler may not issue orders while on the move).

The Handler is allowed to make use of the four extra placing commands set out in the Rules. If nevertheless the Dog has still not adopted the required position, the exercise is nullified.

Once the Dog is in position, the Handler walks to a distance of 18 meters and stands behind the line marked out for this purpose facing the Dog. On the way there, the Handler follows the Steward without turning round before having crossed the line. If the Dog changes its initial position after the Handler leaves, but then readopts it of its own accord before the beginning of the exercise, penalty points are nonetheless deducted. If the Dog changes its initial position, the Handler is allowed to issue a second command after the Judge's authorisation. A Dog that has changed its initial position without readopting it in spite of the Handler's command loses points. A Handler who reissues the initial position after turning round at the line 18 meters away, but before the Judge's authorisation, loses a position by so doing; -3 deducted only if the dog is not moving, but if the dog *is* moving, the Handler's command is considered as an irregularity. In addition, the points deducted for a wrong position are also lost and the Steward moves on to the next one, should the wrong position adopted by the Dog be the one with which the exercise was supposed to begin.

After the Judge's signal, and following the instructions given in a low voice by using only the first letter of each position (ACD) (Assis-Sit, Couché-Lie, Debout-Up), the Handler orders the Dog to adopt each of the positions twice, one after another in the order indicated by the Judge or the Steward and without pronouncing the Dog's name.

Points for this exercise: assis, couché, debout = 3+3+3)x2+2 (recall to heel) = 20 points

The positions are whispered to all the competitors at intervals of no more than two seconds and always in the same order. The Handler passes them on the Dog, all of the commands being spoken out loud in an identical way. The Dog must immediately adopt the relevant position and hold it until it receives a new order. If the Dog does not obey the order or if it adopts the wrong position, it loses the points corresponding to the failed position. The Handler is allowed to repeat the command **ONCE ONLY**. All other repositioning commands are penalised. If the Dog maintains its wrong position or adopts the one supposed to come next, regardless of the repeated command, it loses not just the points of the failed position but also those of the next one, and the Steward must move on to the one after that. The Dog also loses points if it moves in any direction when changing its position.

Once the orders for the 6 positions have been issued, the Steward moves to a distance from the Handler and the Judge authorises the Handler to call the dog back to heel. Once the Dog has come back to heel, the Judge signals the end of the exercise.

PENALTY POINTS DEDUCTIBLE FROM THE POSITIONS - 20 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler leaves without standing still for a moment until the Dog has adopted the initial position	- 20
4	The Handler turns round before the line 18 meters away	- 5 (per fault)
5	The Dog does not hold the initial position but readopts it of its own accord	- 1
6	The Dog does not hold the initial position but readopts it when ordered to do so by the Handler	- 2.
7	The Dog does not adopt the initial position whether the Handler gives the order or not	- 3 + if need be, the points off the position supposed to come next, if it has already been adopted
8	Giving the same order twice by voice plus gesture of arm, head, body or leg	- 3. (per fault)
9	A command using the Dog's name	- 3. (per fault)
10	A failed position or one that is not adopted	- 3 + if need be, the points off the following position (cf. n° 7)
11	The Dog does not hold the position	- 3 (cf. n° 10)
12	Extra positioning command (after the authorised 2 nd one)	- 5 for each until there are no points left in the exercise
14	The Dog moves about when adopting the positions	- 1 per meter or, by divisions of 50cm if less
15	The Dog returns to the Handler or the Handler goes back to the Dog at the end of the positions, but <i>before</i> the Judge's signal	- 5
16	The Dog returns to the Handler or the Handler goes back to the Dog at the end of the positions and <i>after</i> the Judge's signal	- 2
17	Irregularity in recall to heel or extra recall	- 2 (loss of recall points)
18	The Dog adopts none of the positions	- 20 (with no recall)
19	The Dog has not returned to heel within 15 seconds of the recall	- 2 (with no recall)

ABSENCE OF HANDLER – 1 minute – 10 points

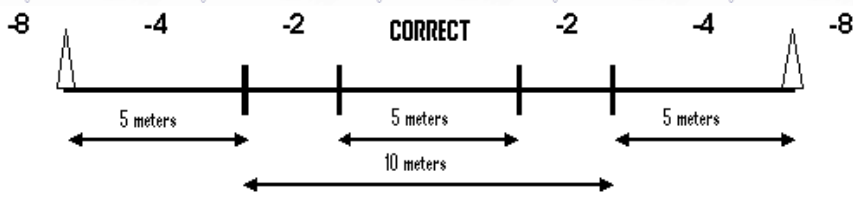
Position : Lying (Brevet and Echelon 1)
Sitting or lying (Echelons 2 and 3)

The Handler goes to the place pointed out by the Steward and puts the Dog in the required position (drawn by lot in Echelons II and III). The compulsory command must be used without any accompanying gesture. In accordance with the draw, the only authorised commands are: 'X... Assis' (X Sit) or 'X... Couché' (X Lie) followed by an optional reinforcement. Once the Dog has been placed, and without turning round, the Handler follows the Steward to the chosen blind, where, without being seen or heard, he or she can watch the Dog through a slit or hole made in the sides for this purpose. During the minute's absence, the Dog must keep the required position without changing it or moving in any way. The timing of the absence begins the moment the Handler enters the blind. Once the 60 seconds are over, at the sound of the Judge's horn, the Handler returns to the Dog's side without running, speaking or making any gesture. The Dog must not change its position or move during the Handler's return. The Handler waits for the Judge's signal before Dog and Handler can move away at the order: 'X...au pied' (X heel) (or a blow on a whistle). When moving off, 3 steps must be taken in the direction in which the Dog is sitting or lying.

PENALTY POINTS DEDUCTIBLE FROM ABSENCE OF HANDLER

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Handler places an object near the Dog	- 10 End of exercise
5	Irregularity in placing command	- 10 End of exercise
6	The Handler turns round on the way to the blind	- 5 (per fault)
7	The Handler can be seen or heard in the blind	- 10 End of exercise
8	Without changing its position, the Dog moves or crawls forward during the exercise or when the Handler is walking to the blind - Within a radius of 0.50m - More than 0.50m	-2 - 10
9	The Dog changes its position during the exercise or when the Handler is walking to the blind	- 10
10	The Handler talks or makes a gesture to the Dog when coming back from the blind or comes running back	- 10
11	The Dog moves within a radius of 2 meters or changes its position when the Handler is coming back	- 2
12	The Dog moves more than 2m when the Handler is coming back	- 5
13	The Handler does not move off in the right direction	- 2
14	The Handler returns to the Dog before authorisation	- 10
15	The Handler does not order the Dog to heel at the end of the exercise or the Dog does not follow to heel after the order at the end of the exercise	- 5

SEND AHEAD – 12 points EN AVANT



Once at the starting line, the Handler places the Dog behind the line following the same positioning rules as for all of the exercises.

The Handler must be standing at either of the Dog's sides or behind the Dog, without touching the Dog. After the Judge's signal, the Handler orders the Dog: 'X... en avant' (X ahead) in the direction of the parallel line 30 meters from the starting line.

Only one extra send ahead command is allowed to get the Dog going, but with a deduction of 3 points.

The signal can be given that the exercise is at an end if the Dog does not cross the line 30 meters away within 30 seconds of the first send ahead command.

Without either turning round or zigzagging, the Dog must run straight ahead without stopping towards the line opposite, to be crossed by the whole length of the body, excluding the tail.

Once the line has been crossed, the Handler calls the Dog back to heel without the Judge's authorisation. The Dog must make an immediate about-turn and come back to heel without stopping on the way and within 20 seconds of having recrossed the line.

Only one extra recall command is allowed and with a deduction of points. When the Dog has come to a stop at the Handler's heel, the Judge uses the horn to announce the end of the exercise.

It is compulsory to organize the send ahead down the length of the field, and never crosswise or diagonally.

PENALTY POINTS DEDUCTIBLE FROM THE SEND AHEAD – 12 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Handler is in contact with the Dog at the start of the exercise	- 12
6	The Dog moves more than a meter	- 1
7	Brief hand signal at start	- 2
8	Starting too soon or commanding before Judge's authorisation	- 12
9	Starting too soon after Judge's authorisation but before command	- 12

10	Starting too soon after Judge's authorisation and with command	- 6
11	Extra send ahead command (only one allowed)	- 3
12	The Dog does not cross the line 30 meters away	- 12
13	The Dog crosses the line diagonally:	
	Between the perpendiculars of the central 5 m and those of the outer 10 m	-2
	Between the perpendiculars of the outer 10 meters and the pennants	-4
	Beyond the pennants	-8
14	The Dog swerves or zigzags	- 1 Per fault
15	The Dog turns back (before or after the line) and before the Handler's command	- 2
16	The Dog does not start back immediately after the Handler's command	- 1
17	Extra recall command (only one allowed)	- 2
18	Irregularity in recall command	- 12
19	The Dog is not to heel within 20 seconds but less than 5 meters away	- 2 per meter
20	The Dog is not to heel within 20 seconds, and more than 5 meters away	- 12
21	The Handler moves away before the Judge's authorisation at the end of the exercise	- 2

CHAPTER IV – BITING

DISTANCES OF THE DIFFERENT ATTACKS DEFINED IN THE REGULATIONS

Intercepted attack: the same distance as the facing attack chosen for the competition

Facing attack: between 30 and 50 meters

Fleeing attack: between 30 and 50 meters

Revolver attack: always 40 meters

N.B. At the start of every attack, the Decoy must be 10 to 20 meters from the Dog (a compulsory 10 meters for the fleeing attack) and be in the vertical axis of the field.

General remarks

General directives applicable to all Ringsport echelons

When the Dog is ordered to stop biting, the Decoy's arm or arms must not be in contact with the Dog's head.

The rule is that the advantage belongs to the Dog: if a Dog encounters a difficulty due to an unauthorised non-regulation gesture on the part of the Decoy, then the Judge must apply the rule that the advantage belongs to the Dog and not deduct penalty points either from the exercise or from the Performance Appraisal because of what the Decoy has done. For example, if a lunge at the facing attack causes a dog to fail its entry and delay biting for two seconds, there are no deductions from the exercise or from the Performance Appraisal, and the Decoy is called to order.

Particular directives applicable to the exercises in Ring 3

PUSHING BACK with the arm is authorised under the following conditions: PUSHING BACK with the arm (and without a baton or revolver in the hand) is authorised after dodging and with a sideways movement, not to be confused with lunging, carried out with an up and down or down and up movement prohibited by the regulations because it is both brutal and dangerous. PUSHING BACK with the arm must be carried out by leaning against the dog's neck. Under no circumstances may the dog's head be touched deliberately, nor is the Decoy allowed to smash into the Dog's head as it comes in to attack.

Still on the same subject, a Decoy must not make use of PUSHING BACK with the arm as a way of preparing escapes at the Search and Escort or when under Close Guard at the Revolver Attack.

It is prohibited by the regulations and with no exceptions to push the Dog back with a leg, or an arm holding a weapon, or the baton.

It is standard practice for pushing back with the arm not holding a weapon to be assimilated to a delay of one second in biting, deductible from the length of the biting time and with a loss of 2 points.

Delays in biting after dodging are calculated only after the dog has returned to the Decoy's level and is able to renew its hold. If the impact makes the dog lose its hold, this must be considered in the same way as dodging. The Decoy must stop moving at the sound of the dog's name. In the Handler Defence, Revolver Attack with Decoy Guarding and the Search and Escort, extra nips or delays in stopping are calculated after the word 'halte' and in the Facing and Fleeing attacks after the word 'pied' (heel), providing the Decoy has stopped moving. In the Fleeing and Facing attacks, if a dog has stopped biting and is on its way back to the Handler, but then returns to within less than 3 meters of the Decoy, intending to renew its hold, the Decoy must start to work the dog again.

The distances of the escape attempts are calculated by using the multiples of the number of meters 1, 2, 3 etc... (e.g.: 1,80m = -1).

In the Facing Attack when dodging by pivoting, the Decoy is allowed to take a maximum of 3 sidesteps. The Decoy must always be facing the dog and showing a resistance.

In the Brevet, so as to ensure the same treatment of a dog not returning to heel within the time limit and a dog that does not keep the Decoy under close guard (if this is what the Handler chooses), both dogs are penalised in the same way and the same deductions must be made (-5).

It is standard practice for the Facing Attack in the Brevet to take place in the following way:

A spirited threat with one foot forward when the dog is 10 meters from the Decoy, then the entry is barred and only opened when the dog is less than 2 meters away. The Decoy must let the dog take the hold that is natural to it (arm or leg) without any dodging, while also absorbing the impact. Once the dog has taken hold, 5 or 6 non violent strokes of the baton are delivered to the dog, as well as a few intimidating threats. Since the purpose of the Brevet is to select character, it must be judged in a very thorough way.

Fleeing attack

Always down the middle of the field in a straight line, with a slight curve authorised to a maximum of 45°, with no baton trailing behind and acceleration just before the dog's impact. The Decoy starts off 10 meters in front of the dog, and after running another 5 meters, the dog is sent off, whereupon the decoy immediately accelerates so that dog and decoy come into contact about 30 meters from the starting line, especially since the decoy must take a minimum of two more steps once the dog has caught hold and before the baton work can begin.

BITING FACING ATTACK WITH BATON – 30 points

In accordance with the Steward's indications, the Handler must place the Dog, sitting, lying or standing, immediately behind the starting line facing the Decoy.

The Handler must be standing either behind the Dog or at its side, but never beyond shoulder level. There must be no contact of any sort between Handler and Dog.

Once Handler and Dog are in their respective places and ready for the exercise, the Steward lets the Judge know. At a signal from the Judge, the Decoy starts running down the middle of the field, turning round at the sound of the Judge's horn authorising the Dog to set off.

If for some reason the Decoy falls before being reached by the Dog, the Judge instantly stops the action, the Handler immediately calls back the Dog and the attack has to start again. Without moving its position, the Dog must start off when ordered to attack by the Handler. In the event of the Dog starting off before the Judge's authorisation, the exercise is nullified. In the event of the Dog starting off before the Handler's order, but after the Judge's authorisation, the order must nevertheless be issued, or else the exercise is nullified.

If the Dog fails to obey the first order to attack, the Handler is allowed a second one but with a deduction in points. If the Dog does not obey the 2nd order, the exercise is nullified.

When sending the Dog off to attack, no body language should accompany the Handler's order, or else the exercise is nullified.

Having turned round at the sound of the Judge's horn, the Decoy faces the Dog and prepares to bar its entry. The attitude must be threatening, adapted to the Dog's behaviour, and the Decoy must never remain static. The Decoy must always respect the instructions given by the Judge during the practice run of the Trial Dog. If, after the order to attack, the Dog for some reason takes an erratic course, it has 20 seconds to reach the Decoy, after which the exercise is nullified.

If the Dog shows no hesitation when coming in to bite, the Decoy has the following options, depending on the adopted plan of defence:

- Either unbar the entry at the last minute to avoid injuring the animal, while allowing the Dog the least possible hold (under no circumstances may the Decoy use hands or baton to touch a Dog that has not taken hold).
- Or dodge taking a maximum of three sidesteps, facing the Dog and still barring the entry, so as to avoid overbrutality of contact and provide the Dog with an extra difficulty by forcing it to plunge through another barred entry.
- Or thrust in an arm to hamper the Dog's hold without however pushing the Dog back (except after dodging in Echelon 3).

Whatever the option, the Decoy must absorb the shock of entry.

If the Dog slows down or shows some hesitation, the Decoy has the following options:

- Either charge the Dog providing there is no brutality and the Decoy does not end up chasing it about the field.
- Or keep the Dog at a distance thanks to a threatening attitude.

If the Dog releases its hold during the attack, the Decoy has the following options:

- Either charge the Dog with a maximum of three steps.
- Or rebar the entry.
- Or keep the Dog at a distance thanks to a threatening attitude, and, whatever the option, the Decoy must keep up the provocation to show the Dog quite clearly that the exercise is not at an end.

As soon as the Dog has taken hold, the Decoy starts the baton work, while shaking the dog without brutality. The strokes must only appear to be violent and only touch the dog across the back. The aim is to impress the Dog and not to hurt it.

The apparent violence of the strokes must be in proportion to the echelon in which the Dog is competing. The use of brute force is to be avoided. On the other hand, the Decoy may use all the crafty moves and gestures liable to influence this or that Dog, while keeping within the spirit of the Rules. The Decoy must always behave towards the Dog in a loyal and sporting way. The Judge uses the stopwatch the minute the Dog is able to take a hold in spite of the defence it is encountering.

If the Dog is dodged when entering, the Judge waits until it is once again close enough to take hold before beginning the timing.

The Dog must keep its hold throughout the attack.

If the Dog releases its hold or hesitates to bite, the Judge deducts the number of seconds without a hold from the duration of the exercise, in order to calculate the points to be awarded.

However, a dog releasing its hold because of a piece of clumsiness on the Decoy's part does not lose any points.

During the 15 seconds of the attack, the Handler is not allowed to issue any orders.

A Decoy who falls while the Dog has a hold must stop moving so that the Judge can intervene. It is accepted that a fall has taken place when:

- The Decoy has both knees and one hand on the ground.
- The Decoy is flat out on back or stomach, or lying on his or her side.

If the Decoy takes a fall, the Judge sounds the horn to signal an imperative and immediate stop to the attack. As soon as the horn sounds, the Handler must use every possible means to get the dog back, from issuing orders at a distance to going and fetching the Dog. Neither Handler nor Dog can lose any points once the Judge has put a stop to the exercise.

In these circumstances, only the possible faults before the fall can be taken into account when awarding the points, as well as the way the Dog behaves in the other biting exercises.

If the configuration of the field prevents the Handler from seeing the Dog during the attack (with a tree, a blind or an obstacle in the way), the Handler is free to move along the starting line, but must stop moving once the Judge has sounded the horn authorising the recall.

Once the Judge has signalled the end of the attack, the Handler immediately calls the Dog back using one of the commands consistent with the directives in the Rules.

When the recall is issued, the Decoy must become as immobile as possible. The Dog must release its hold and return to heel within 30 seconds of the 1st recall. While the Dog is returning to the Handler, the Decoy must remain immobile. As soon as the Dog is back to heel and itself immobile, the Judge signals the end of the exercise. When the order has been given to stop biting and the Dog has released its hold, the Decoy must nevertheless start working the Dog again if it once more goes in to attack, or if, having started back towards the Handler over a distance of more than 3 meters, it returns towards the Decoy. In this case, the Decoy starts working when the Dog is 3 meters away. If the Dog moves less than 3 meters away and then returns to the Decoy, the Decoy must wait to see what the Dog's intentions really are before once more starting the defence work. If when called back, the Dog releases its hold but then keeps the Decoy under guard or fails to return to the Handler, the Decoy must remain immobile without threatening or provoking the Dog.

If the Dog will not release its hold, the Handler may again recall the Dog to heel.

If the Dog has not released its hold 5 seconds after each recall, the Decoy once more gets down to work.

But if the Handler again calls back the Dog before the 5 seconds are up, the Decoy must remain immobile for another 5 seconds.

The Judge will stop the exercise when the penalty points have reached -30, or if the Dog is not back to heel within 30 seconds of the first recall.

If the Dog takes its time on its way back or keeps the Decoy under guard instead of returning to heel, the Handler may use extra-recall commands with a loss of points before the regulation 30 seconds are up.

A Dog that stops on the way back to lift its leg loses points off the Performance Appraisal and is allowed no extra time to return to heel.

Brevet:

The Handler has a choice between ordering the Dog:

- either back to heel
- or keeping the Decoy under close guard.

The Judge must be informed of the Handler's choice at the initial presentation.

BITING FLEEING ATTACK WITH BATON- 30 points

The descriptions and directives concerning the fleeing attack are the same as the facing attack except where the Decoy is concerned. As long as the Dog has not taken hold, the Decoy must continue to flee without turning round and in the direction indicated by the Judge. The Decoy must comply with the Judge's instructions concerning the possibility of dodging, accelerating or running with a slight curve to a maximum of 45°, in order to absorb the Dog's impact.

As soon as the Dog has caught hold, the Decoy takes at least two more steps then starts the defence work with the baton, while taking particular care never to deliver the strokes blindly. If the Dog meets the suit, but misses or loses its hold because of the speed it is going at, the Decoy continues to flee in the opposite direction to the Dog.

PENALTY POINTS DEDUCTIBLE FROM THE BITING FACING AND FLEEING ATTACKS WITH BATON- 30 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	Irregularity in placing	- 30
6	The Dog moves at the start Up to 5 meters More than 5 meters	- 1 per meter - 30
7	The Handler is in contact with the Dog at the start	- 30
8	Irregularity in the command to attack	- 30
9	Commanding the attack using the voice plus a brief gesture	- 5
10	The Handler changes the way the commands are given, or his or her positioning or the Dog's positioning compared to the intercepted attack	- 20 off the intercepted attack
11	The Dog starts before the Judge's authorisation	- 30
12	The Dog starts after the Judge's authorisation but before the command	- 15
13	The Dog starts after the Judge's authorisation and without the command	- 30
14	An extra command to attack AT THE START	- 5 (only one allowed)
15	The Dog fails to set off in spite of the extra command	- 30
16	The Dog takes an erratic course after the command to attack and fails to reach the Decoy within 20 seconds	- 30
17	An extra command to attack on the way to the Decoy	- 30
18	The Dog is dodged or misses its entry	- 1

19	The Dog hesitates or delays biting. Deducted from the duration of the biting time	- 2 per second
20	The Dog releases then renews its hold immediately (a quick stop and start)	- 0.50 per fault
21	The Dog releases its hold and delays renewing it. Deducted from the duration of the biting time	- 2 per second
22	The Handler encourages the Dog by voice or gesture during the attack	- 30
23	The Dog turns back (or returns to heel) without a command	- 5 (in addition to the points lost elsewhere)
24	Calling the Dog back too soon	- 5 (in addition to the points lost elsewhere)
25	Irregularity in calling back (breaking up the words of the command or a protracted blow on the whistle)	- 30
26	Calling back a Dog that is not holding on once the Judge has sounded the horn	- 2
27	Extra recall command	-2 at the 1 st , - 3 at the 2 nd , - 5 at the rest
28	Extra bites	- 1 each
29	The Dog delays letting go for less than 5 seconds	- 1 per second
30	The Dog deliberately snatches the baton from the Decoy's hands.	- 5.
31	The Dog comes back and stops more than 5 meters from the Handler (after 30 seconds)	- 30
32	The Dog is within a range of 5 meters (after 30 seconds)	- 2 per meter

Brevet

Dog fails to keep Decoy under close guard (if guarding is chosen option)	- 5 beyond 2 meters
Dog is not back to heel within 30 seconds	- 5

INTERCEPTED FACING ATTACK WITH BATON – 20 points

The descriptions and penalty points in the intercepted facing attack are the same as in the biting facing attack regarding:
the placing of the Dog,
the positioning of the Decoy when meeting the Dog (and at the same distance as for the biting facing attack).

It is not compulsory for the same Decoy to carry out the intercepted attack (NB. the conveniences and inconveniences of the draw), but it has got to be much like the biting facing attack. The interception distance is calculated from the beginning of the command.

Although the Handler knows what is going on because of the draw, it is compulsory, when commanding the Dog, to make it appear like a biting attack. The Dog must imperatively be kept in ignorance of the type of attack to be carried out. Any failure to respect this rule will lead the Judge to nullify the exercise. The Judge will come to a decision by taking into account the following factors:

the Handler's attitude, behaviour, and positioning, as well as the tone of voice and the way the Dog is placed and commanded which must all be identical to those adopted in the biting attacks. Similarly, the Dog's speed, behaviour and conviction, as well as its line of approach towards the Decoy must all be the same as in the biting attacks.

Since the Dog must neither bite nor collide with the Decoy, or else lose points, the Handler will order the recall at what appears to be the right moment. The Decoy must immediately become perfectly immobile at the beginning of the recall and remain so until the Dog has returned to heel. According to the arrangement with the Judge at the beginning of the Competition, in the event of a Dog biting, the Decoy:

- either immediately goes to the Judge's table
- or waits where he or she is standing to be consulted by the Judge.

If the Dog does not bite but returns towards the Decoy, under no circumstances should the work of defence or entry barring be begun again.

If the Dog does not bite, the Judge calculates its distance from the Decoy at the beginning of the recall command. The closer the Dog is to the Decoy, the better its performance of the exercise.

If for some reason the Decoy falls after the Handler's recall and without till then having been bitten, whereupon the Dog turns round and bites, this is not taken into account in the Judge's grading (cf. fall of Decoy in the other exercises).

Only one recall is allowed, but the Handler is allowed to call the Dog back again once or several times with a loss of points, if it is less than 5 meters away **or behind the starting line at whatever distance** before the end of the 30 seconds allowed for the return. These recall deductions, like all the other points lost when the Dog is returning, are identical to those deductible from the biting facing attack.

The points awarded the intercepted attack must take into account:

- the penalty points deducted in this attack,
- a penalty of -1.33 per second if the Dog is not holding on during the biting facing attack (given that the intercepted attack is graded out of 20).

Should the intercepted attack be drawn as the opening exercise, the Judge must wait before grading it, until the biting facing attack has taken place. If for some reason the Dog does not perform the facing attack or starts off to attack too soon, the Judge must begin the facing attack again, so as to be able to grade the intercepted attack.

MAXIMUM POINTS AWARDED INTERCEPTED ATTACK

2 m 00 = 20	4 m 50 = 15	7 m 00 = 10	9 m 50 = 5
2 m 50 = 19	5 m 00 = 14	7 m 50 = 9	10 m 00 = 4
3 m 00 = 18	5 m 50 = 13	8 m 00 = 8	10 m 50 = 3
3 m 50 = 17	6 m 00 = 12	8 m 50 = 7	11 m 00 = 2
4 m 00 = 16	6 m 50 = 11	9 m 00 = 6	11 m 50 = 1

PENALTY POINTS DEDUCTIBLE FROM INTERCEPTED ATTACK – 20 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	Irregularity in placing	- 20
6	The Dog moves at the start Up to 5meters More than 5meters	- 1 per meter - 20
7	The Handler is in contact with the Dog at the start	- 20
8	Irregularity in the command to attack	- 20
9	Commanding the attack using the voice plus a brief gesture	- 5
10	The Handler changes the way the commands are given, or his or her positioning or the Dog's positioning compared to the facing attack	- 20

11	The Dog starts before the Judge's authorisation	- 20
12	The Dog starts after the Judge's authorisation but before the command	- 10
13	The Dog starts after the Judge's authorisation and without the command	- 20
14	An extra command to attack AT THE START	- 5 (only one allowed)
15	The Dog fails to set off in spite of the extra command	- 20
16	A glaringly obvious change in the Dog's behaviour compared to the facing attack	- 20
17	An extra command to attack on the way to the Decoy	- 20
18	The Dog bites	- 20
19	The Dog collides with the Decoy without biting when more than 2 meters from Decoy at recall	- 2 (no deductions if less than 2 meters away)
20	The Dog turns back or returns to heel without a command	- 20
21	Irregularity in calling back or breaking up the words or recall after the Dog has overtaken the Decoy	- 20
22	Extra recall when the Dog more than 5 meters away	- 20
23	Extra recall when the Dog less than 5 meters from Handler or when the Dog back behind the starting line whatever the distance	-2 at the 1 st , - 3 at the 2 nd , - 5 at the rest
24	The Dog comes back and stops more than 5 meters from the Handler (after 30 seconds)	- 20
25	The Dog is within a range of 5 meters (after 30 seconds)	- 2 per meter

REVOLVER ATTACK AND GUARDING OF DECOY – (Attack 20 points, escape attempts 10 points)

The descriptions and directives for this attack are the same as for the biting attack with baton as regards the placing of the Dog and the start of the exercise. Once the Dog has set off and the Decoy has turned round at the line 40 meters away, a first shot is fired when the Dog is roughly 12 meters from the Decoy, a second shot when the Dog is about 7 meters away and a third when the Dog has taken hold. The way the Decoy meets the Dog is the same as for the facing attack with baton, absorbing the impact or dodging according to the Judge's instructions.

In Echelon 3, after dodging, pushing back with the arm not holding the revolver is allowed when the Dog is entering to attack (it is to be remembered that the third shot is fired when the Dog has taken hold). After that, there is no pushing back with the arm in the escape attempts.

If a Dog on its way to attack slows down or seems to hesitate to bite, the Decoy, as in the other biting attacks, has the following options:

- either charge the Dog taking a maximum of three steps
- or use a threatening attitude to keep the Dog at bay without charging it.

If the Dog releases its hold during the attack, the Decoy has the same options as above.

If the Decoy falls before the Dog takes hold, the Judge instantly stops the attack and begins the exercise again. If the Decoy falls after the Dog has taken hold, the procedure is the same as for the other biting exercises. But in order to allow the Guarding and the escape attempts to be carried out, once the Dog has come back to heel, it is again sent off to attack. The Judge uses the trumpet to stop the biting according to the duration of the attack prior to the Decoy's fall.

This 2nd attack is not graded when adding up the points for the attack itself, since those awarded the first attack have not been lost.

When the horn announces an end to the biting, the exercise carries on as if no fall had taken place, that is, as at the end of the normal ten seconds of biting. At the Judge's signal, the Handler orders the Dog to stop biting. The Decoy instantly becomes absolutely immobile as in the other biting attacks. As soon as the Dog has let go, but not before, the Handler orders the Dog to keep the Decoy under guard. If there is a delay in the Dog letting go, there is a loss of points.

It is COMPULSORY for the Handler's command to be DIVIDED INTO TWO PARTS:

a compulsory command to stop biting: 'X... halte',

and then, only after the Dog has released its hold, the command to keep the Decoy under guard: 'garde'.

If the Dog does not release its hold after the Decoy has become immobile, the Handler's only solution is to repeat the command 'X...halte' and every extra bite, every second the Dog still holds on and every extra command result in deductions as in the facing attack, with the Decoy behaving as in the facing attack when the order is given to stop biting. Like the extra commands to stop biting, every extra guarding command entails a loss of points.

Once the Dog has released its hold, it must keep watch over the Decoy within a range of 2 meters and without any nipping. If the Dog is watchful, the Decoy remains immobile for 10 seconds, then at the Judge's signal, makes a first escape attempt which the Dog must prevent. At the Judge's signal, the Handler immediately orders the Dog to stop biting 'X... halte' and the Decoy becomes immobile. Then, once the Dog has let go, the Handler commands the Dog, as above, to keep the Decoy under guard. If the Dog is still watchful after 5 seconds, at the Judge's signal, the Decoy makes a second escape attempt which the Dog must prevent. If the Dog is not watchful and is more than 2 meters away, the Decoy attempts to escape without waiting for the Judge to signal that the regulation 10 or 5 seconds are up. The way the Handler orders the Dog to stop at the second escape attempt must be the same as at the first. As after the first escape attempt, so after the second, the Decoy must remain absolutely immobile and wait for the Handler to come and disarm.

If the Decoy falls between the 1st and 2nd escape attempts, the Judge sounds the horn to signal the end of the exercise. The Dog is given the 30 points awarded the exercise, minus the points lost prior to the Decoy's fall. If the Dog has not let go 5 seconds after the command to stop biting, the Decoy resumes the defence work and the Dog loses points, but if the Handler orders the Dog before the 5 seconds are up, the Decoy must remain immobile for another 5 seconds.

If the points lost because of the above situation mount up to more than the 20 points awarded the revolver attack, the Judge puts an end to the exercise and the guarding cannot be carried out.

If a Dog lets go when ordered to stop biting, but renews the attack without letting go during the 10 seconds allocated for the guarding following the attack, the Judge puts an end to the exercise with the loss of all the 10 points for the guarding and the escape attempts.

The Handler in these circumstances has of course every right to intervene, as explained above in the case of a Dog which does not release its hold at all, when ordered to stop biting, and the Decoy and the Judge also behave as above. If a Dog releases its hold when ordered, but then begins to worry at the Decoy with repeated nipping, the Handler is allowed to issue another command, but with the loss of the relevant points.

After 10 or 5 seconds (the second escape attempt) and providing the penalty points lost by both Dog and Handler are not more than the number of points still to be awarded, the Judge gives the Decoy a sign to attempt an escape. If the Dog allows the escape to take place, the Judge deducts a point for each meter of the escape. But a distinction must be drawn between the meters covered when the Decoy runs free, where points are indeed lost, and the meters covered when the Dog is holding on, where no points are taken off. Whatever happens and whatever the situation, the Judge will stop the exercise as soon as the remaining points are used up. When the exercise of close guarding occurs in the normal way and the Dog has the second escape attempt under control, the Judge waits for 5 seconds before giving the Handler the signal to come without running to disarm the Decoy and get the Dog back.

During the escape attempts, it is not the Decoy's job to work the Dog, the aim of the exercise being to gage the Dog's watchfulness and not its biting capacity, including when the dog will not release its hold.

When the Dog is ordered to stop biting at the end of the attacking as well as during the two escape attempts, a failure to issue the command 'garde' entails the loss of 2 points each time. Once the Decoy is disarmed, the Handler moves at least 3 meters away, while the Dog must continue to keep the Decoy under guard, then the Judge once more sounds the horn and the Handler orders the Dog back to heel. When the Dog has obeyed and the horn once again signals the end of the exercise, the Handler goes off to hand the revolver to the person in charge. If the Dog loses its watchfulness after the second escape attempt and allows a distance of more than 2 meters between itself and the Decoy, the Judge must get the Decoy to attempt another escape, so as to demonstrate that the Dog has not fulfilled its mission to the very end. The number of meters in the escape attempts and in the Dog's separation from the Decoy are penalised. A Dog that does not bite at the Revolver attack is not allowed to go on to the Guarding exercise and it loses all 30 points. If the biting lasts less than 5 seconds in stops and starts or continuously, the Dog retains the points for the biting minus whatever deductions have to be made, but the Guarding cannot be carried out. If the Dog is not holding on when ordered to stop biting, it is nevertheless allowed to carry out the Guarding, providing the biting at the Revolver Attack has lasted at least 5 seconds (by stops and starts or continuously). A Handler forgetting to disarm the Decoy loses points. The commands to stop biting or to guard must be given with the Handler standing immobile at the starting line, except if there are obstacles hiding the Dog from view (cf. the other attacks). During the commands to stop biting, the Decoy will attempt as far as possible to let the Handler see the Dog. The exercise is at an end when the Dog is back to heel and the Judge has sounded the horn, the Decoy remaining immobile until this happens.

PENALTY POINTS DEDUCTIBLE FROM REVOLVER ATTACK AND DECOY GUARDING – 30 points

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	Irregularity in placing	- 30
6	The Dog moves at the start Up to 5meters More than 5meters	- 1/meter - 30
7	The Handler is in contact with the Dog at the start	- 30
8	Irregularity in the command to attack	- 30
9	Commanding the dog using the voice plus a brief gesture	- 5
10	The Dog starts before the Judge's authorisation	- 30
11	The Dog starts after the Judge's authorisation	- 15
12	The Dog starts after the Judge's authorisation and without the command	- 30
13	An extra command to attack AT THE START	- 5 (only one allowed)
14	The Dog fails to set off in spite of the extra command	- 30
15	The Dog takes an erratic course after the command to attack and fails to reach the Decoy within 20 seconds	- 30
16	An extra command to attack on the way to the Decoy	- 30
17	The Dog is dodged or misses its entry	- 1
18	The Dog hesitates or delays biting. Deducted from the duration of the biting time	- 2 per second
19	The Dog releases then renews its hold immediately (a quick stop and start)	- 0.50 per fault
20	The Dog releases its hold then delays renewing. Deducted from the duration of the biting time	- 2 per second
21	The Handler encourages the Dog by voice or gesture during the attack	- 30.
22	The Dog is called back or comes back whatever the circumstances too soon and before the guarding exercise	- 15 End of exercise in addition to the points lost elsewhere
23	Irregularity in commanding: Before halting the revolver attack Before the first escape attempt Before the second escape attempt	- 30 - 10 - 5
24	The Handler fails to use the word 'garde' as a command	- 2 per fault
25	Extra commands to stop biting or to guard	-2 at the 1 st , - 3 at the 2 nd , - 5 at the rest
26	Dog not holding on when ordered to stop biting	- 2
27	Commanding the Dog to stop biting before the Judge's authorisation	- 5 plus the points lost elsewhere
28	Extra nips	- 1 each

29	The Dog delays letting go for less than 5 seconds	- 1 per second
30	The Dog goes and lifts its leg during the exercise	- 5 off Performance Appraisal
31	A command not divided into two parts = 'X' halte' to stop biting and 'garde', or issuing the command 'garde' while the Dog is still holding on	- 5
32	The Dog lets the Decoy escape when under guard	- 1 per meter
33	The Dog fails to bite at the Revolver attack	- 30
34	The Dog bites for less than 5 seconds	- 2 per second not holding on plus the points lost elsewhere, no escape attempts, no guarding - 10
35	The Dog bites for 5 seconds or more	- 2 per second not holding on plus the points lost elsewhere
36	The Handler fails to disarm the Decoy at the end of the exercise	- 2
37	The Handler runs to get the Dog at the end of the exercise	- 10
38	The Handler fails to respect the procedure at the end of the exercise	- 5
39	The Dog returns to the Handler too soon, after the Judge's authorisation, but before being called back	- 2
40	Extra recall to heel	- 2 only one allowed
41	The Handler moves away before the horn signals the end of the exercise	- 5
42	The Dog is not to heel within 5 seconds	- 5

OBJECT GUARDING – 30 points

The Handler orders the Dog to keep guard over a basket which must be empty and hollow as required by the Regulations.

The Handler lays the basket on the mark in the centre of a part of the field that must be described with four concentric circles, whose purpose is to measure the extent of the moves the Dog might make during the exercise.

The radii of the circles must be 1.50m, 2m, 3m and 5m.

The Handler orders the Dog to guard the basket using a single, compulsory command: 'X... Garde'. Points are taken off for repeated placing commands.

Without turning round, the Handler follows the Steward to the designated blind with a hole or a slit in its side allowing the Handler to observe the Dog's work without being seen or heard.

At the Judge's signal, the Decoy approaches the object either in a straight line or by going round the Dog depending on its position.

At no time during the exercise is the Decoy allowed to speak to the Dog or provoke or make signs to it outside the 5 meter perimeter. Once the 5 meters have been reached, attempts at intimidation are allowed, but without the use of any kind of artifice. The Decoy must be crafty enough to lull the Dog into dropping its guard, or be too quick for it given the opportunity, or cow it by adopting a certain attitude, if this seems feasible.

The Decoy's purpose is to GET HOLD OF THE OBJECT, not to attack the Dog or make it lose points by getting it to move out. Advancing on the object must stop if the Dog leaves it to go out to meet the Decoy. The Decoy must not retreat as the Dog advances, and in any case, the penalty points depend on the closest the Decoy comes to the object (with a hand or any other part of the body) during the attempt, and not on the moment when the Dog takes hold, especially if there is a retreat. Providing the Decoy remains on the same concentric circle as soon as the Dog makes a move, it is of course possible to turn left or right and go on walking round while watching the Dog's reactions, if this seems a useful ploy. Pushing back with the arm is allowed. Similarly, if close enough to take hold, the Decoy can stop walking and nevertheless carry on trying to snatch the object.

In addition, if the Dog is coming out towards the Decoy, depending on where the Decoy is in relation to the object, depending also on what the Dog does, the Decoy can try to sidestep the Dog with a quick and skilful dodge and seize hold of the object to move it from place to place, or even carry it off depending on the Dog's watchfulness and speed in reacting.

However, if bitten, the Decoy in the act of running off with the object in a burst of speed, must imperatively put it down as close as possible to where the Dog started biting and not throw the object to a distance. Dodging as the Dog attempts to take hold is left to the Decoy's discretion, after agreement with the Judge.

If bitten before having taken the object, at whatever distance, the Decoy becomes immobile and neither advances nor retreats, nor works the Dog. As soon as the Dog has released its hold, the Decoy moves away, either sideways or backwards, depending on the Dog's position. After the Dog has bitten then released its hold, the Decoy must not advance towards either the Dog or the object, which would be an intent to provoke. If the Dog escorts without biting, the Decoy must move 5 meters from the object, then with the Judge's authorisation go back and make an attempt to seize hold, if there are any attempts left.

If the Dog has not released its hold 5 seconds after the Decoy has become immobile, the Decoy with the Judge's authorisation immediately moves away from the object, dragging the Dog along without provoking, threatening or working it, continuing until the Dog releases its hold or the Judge signals the end of the exercise. Under no circumstances may the Decoy push the Dog back towards the object.

On the other hand, if the Dog pulls the Decoy, the Decoy makes no resistance to being dragged along in whatever direction the Dog takes.

If the Dog bites, clearly releases its hold, then renews it (not to be confused with a quick stop and start in the attacking exercises), the Decoy acts in the same way as above, without waiting five seconds, moving away without working the Dog, dragging or even possibly being dragged.

If the Decoy has managed to take the object, it is against the Rules to use it to threaten, bar the Dog's entry or employ it as a shield. The Decoy must attempt to move away as fast as possible without getting bitten and until all the points have been lost, which is the aim of the exercise. Once the object has been seized, the Decoy can also, according to circumstances, achieve the same result by getting the Dog to drop its guard or cowering it by adopting a certain attitude. But if not bitten, the Decoy is not allowed to trick the Dog by putting the object back down on the ground, then picking it up again.

If the Dog bites after the object is seized, the Decoy must instantly put it back down and become immobile as described above, then move at least 5 meters away from the object. There are invariably three attempts to seize the object. They are made on the Decoy's initiative using hand or foot, in accordance with the Judge's instructions and as circumstances dictate. It is all a question of opportunity and the Decoy's perception of the Dog's watchfulness or loss of concentration. There should be no stereotyping in the Decoy's work.

Using the appropriate behaviour, a Decoy can just as well attempt to catch the Dog off guard by speed of execution, as lull it into relaxing its wariness.

The golden rule is that the Decoy is there is to take the object, not to get bitten.

All sorts of crafty moves are acceptable providing neither provocation nor threats are used before entering the circle at 5 meters and providing the Judges' instructions are obeyed. The closer the Decoy is to the object when bitten with determination, the better the Dog's work will be judged to be.

If the Dog succeeds in guarding the object, the Judge sounds the horn to tell the Handler to return without running to collect the Dog. While this is taking place, the Decoy remains immobile on the field. At the end of the exercise, the Handler must wait until the Judge sounds the horn before picking up the object, then ordering the Dog to heel (or blowing a whistle) and walking away with a minimum of three steps.

If the Dog is in the way when the Handler collects the object, points are taken off.

If the Dog has failed to guard the object, the Judge informs the Handler that the exercise is at an end. The Dog is considered to have bitten if it gives a minimum of one clear bite.

At each attempt, there are three sorts of penalty:

1. Depending on the distance the Dog is at when it bites in relation to the position of the basket.
2. Depending on the distance the Dog moves out to in relation to the position of the basket, but the penalty points are cumulative if there are various reasons. However, if the Dog moves out several times during the same attempt, it is only the farthest distance that is taken into account.
3. Depending on the distance the Decoy or the Dog moves the basket to; the penalty points are cumulative if there are various reasons.

The total number of penalty points is equal to the sum of these three sorts of penalty applicable to each of the three attempts. (The penalty points taken off at the 3 attempts are cumulative).

A Dog that utterly demolishes the object loses all the points. A Dog that bites or nibbles at the object loses points. A Handler who can be seen or heard by the Dog before the Judge's authorisation loses all the points of the exercise. Similarly, any irregularity in commanding the Dog, or a Handler running towards the object to collect the Dog loses all the points of the exercise.

A Handler exiting from the blind to encourage a Dog when the object is being taken from it loses all the points in the exercise.

A Handler not calling the Dog to heel at the end of the exercise loses points, as well as a Dog that does not come back to heel (the case of a Dog at a distance from the object when the Handler returns).

THE CASE OF A DOG PREVENTING THE DECOY FROM SEIZING HOLD OF THE OBJECT WITHOUT BITING:

- by holding it in its mouth
- by standing over the object and covering it with its body
- by lying on it
- by putting one or several paws on or in the object

In the above cases and in order to avoid all ambiguity, it is up to the Decoy to prove that the Dog's watchfulness is artificial and not genuine.

If the Dog fails to react when the basket is taken into the Decoy's hand for more than 5 seconds (timed by the Judge's stopwatch), then points are taken off. In order to be able to conclude that the Dog is not fulfilling its mission, it is compulsory for the Decoy, after a sign from the Judge, to attempt to move the basket at least 20 cm without the Dog reacting, or else to try to snatch the object (but once started the Decoy is not allowed to stop, move off and try again).

Standard practice: when grading, it is the part of the Decoy's body closest to the object that is taken into account. When the Decoy is moving the object, it is only the moves without the Dog holding on that are taken into account.

The total amount of time allowed for the three attempts is 5 minutes (timed from the Handler's arrival in the blind); an individual attempt cannot last more than 2 minutes.

PENALTY POINTS DEDUCTIBLE FROM OBJECT GUARDING

1	Extra placing commands (4 are the authorised MAXIMUM , deducted from the points awarded the exercise) (Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	Irregularity in placing	- 30
4	The Handler fails to use the word 'garde' as a command	- 2
5	The Handler turns round on the way to the blind	- 5 per fault
6	The Handler can be seen or heard or exits from the blind without authorisation	- 30
7	The Dog allows the basket to be moved	- 2 per meter with 1 meter exemption
8	The Dog moves or allows itself to be dragged	- 1 per meter with 1 meter exemption
9	The Dog deliberately moves the basket	- 1 per meter with 1 meter exemption
10	The Dog utterly demolishes the basket	- 30
11	The Dog bites the basket	- 1 to 5 depending on damage done
12	The Dog obstructs the attempt and allows the Decoy to seize hold more than 5 seconds	- 5 per attempt
13	The Dog obstructs and allows the object to be moved by the Decoy's hand more than 20 centimeters without reacting after the 5 seconds are up	- 30
14	The Dog remains at a distance from the basket when the Judge signals the Handler's return	- 1 per meter
15	The Handler runs to collect the Dog	- 30
16	The Handler collects the Dog without authorisation	- 5

17	The Dog is in the way when the Handler collects the basket	- 1
18	The Handler fails to respect the procedure when collecting the basket	- 5
19	Extra recall to heel	- 2 only one allowed: any more and the 5 recall points are lost
20	The Dog is not to heel within 5 seconds or fails to walk the 3 steps to heel	- 5
23	The Handler moves away before the Dog is to heel	- 5

Ready reckoner of penalty points deductible from each of the three attempts depending on the distance at which the Dog bites:

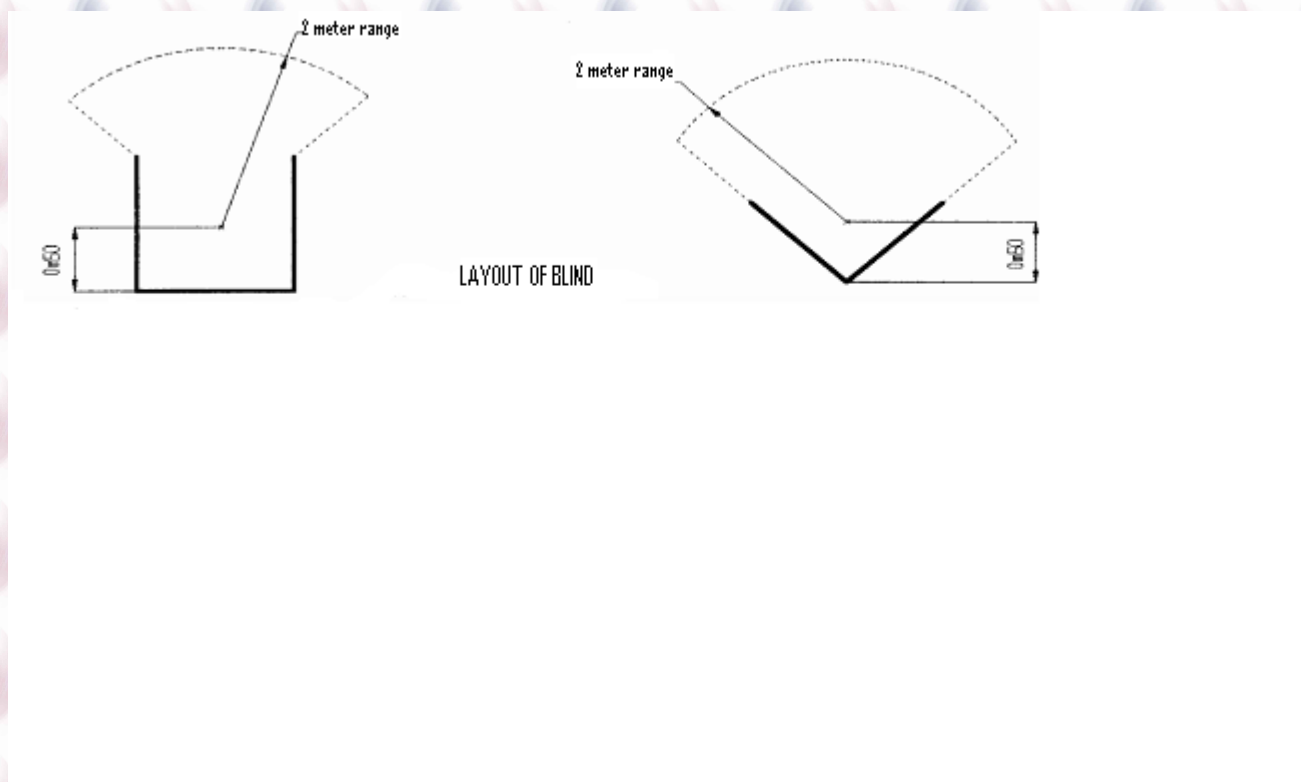
After the 1st meter, 2.5 points per meter every 50 centimeters, calculated to the nearest decimal point. For example, the Dog bites at a distance situated between 3.50m and 4 meters from the object $(3.5 - 1) \times 2.5 = 6.25$ penalty points.

Measurements of Regulation Basket:

	Minimum number of centimeters	Maximum number of centimeters
Total height from ground to the highest part of the handle	35	55
Height of the main body	20	40
Width of the main body	30	50
Length of the main body	40	60

**SEARCH -10 points
AND DECOY ESCORT -30 points**

Layout of blind



SPECIFICATIONS OF THE EXERCISE:

The Dog's task is to discover a wrongdoer hiding in a fenced field, then signal the wrongdoer's presence by barking. The Dog must then escort the Decoy, keeping a careful watch, intercepting as swiftly as possible all the escape attempts.

The Search and Escort can be carried out by a Decoy that the Dog has not already worked on. The length of time allowed the Dog to start barking is the total amount of time allowed for the Search. The instructions given the Decoys by the Judges must be scrupulously followed: no excessive use of the hands, no complete about-turns, no sudden changes of pace, no pushing back with the arm or the leg to escape, and straddling the Dog during the Escort is strictly forbidden. Should a Dog be placed between the Decoy's legs in the Escort, the Decoy is allowed to unstraddle the Dog in order to extricate him or herself and escape (no more than 3 times between each escape). Knocking the Dog with the knee is forbidden.

During the escape attempts, the Decoy is not to work the Dog, the aim of the exercise is to gage the Dog's watchfulness and not its biting capacity.

Along with the Steward, the Handler and the Dog leave the field to allow the Decoy to hide in accordance with the Judge's instructions. When called back, they go and position themselves in the place pointed out by the Steward (the Handler can choose the direction to place the Dog in, but must be standing in the same direction). It is compulsory to put the Dog in a sitting, lying or standing position and the Handler must be either behind the Dog or at its side. When the Judge sounds the horn, the Handler sends the Dog to search using the compulsory command: 'X... cherche et aboie' (X search and bark).

The directives for the start of the Search are in every way identical to those for the start of the attacks. The Handler is allowed to use only one extra sending off command at the start of the exercise and a follow-up during the exercise, but with a loss of points. If the Dog makes an exit from the field without there being any negligence on the organisers' part, the Handler is allowed to call it back with the risk of a loss of points corresponding to a follow-up command and with the stopwatch still going. No gesture or movement of the body may accompany any of these commands or else points are taken off. The Handler is allowed to watch the Dog doing the search work, but without influencing it in any way or moving from the spot. Throughout the Dog's search, the Decoy must remain standing in the blind, facing the Dog, perfectly immobile and silent. If the Dog has not made the discovery in the allotted time, the Judge signals the end of the exercise.

The amount of time allowed must be strictly the same for all the competitors and it depends on the surface area of the field: up to 3.000 m² = 2 minutes; from 3.000 to 4.000 m² = 2 minutes 30 seconds; from 4.000 to 5.000 m² = 3 minutes. Over 5.000 m² = 4 minutes.

If the Dog discovers the Decoy, there must be no provocation of any kind.

If the Dog fails to bark and gives a single or several nips, the Decoy must wait for 5 seconds, so as to allow the Dog the opportunity to bark as the 5 seconds go by, before exiting from the blind and firing a shot.

If the Dog barks then gives a single or several nips, or bites and keeps hold, the Decoy immediately exits, firing a shot at the same time, and the exercise carries on as indicated below in the description of a Dog discovering the Decoy in the normal way and barking without biting.

If the Dog barks, without biting, but fails to keep the Decoy under close guard within a range of 2 meters, the Decoy, on a sign from the Judge, will then attempt to escape and put the greatest possible distance between him or herself and the Dog. A shot is fired only if the Dog catches up with the Decoy.

If the Dog obviously discovers the Decoy without barking or biting, but then gives up guarding at a range of more than 2 meters, the Judge gets the Decoy to escape in the best possible conditions and then to carry on as described in the preceding paragraph. The Dog loses the 5 points awarded the barking, plus the number of meters in the escape.

If the Dog discovers the Decoy, keeps close guard without biting, but fails to bark, the Judge motions to the Handler at the end of the allotted time to come without running and stand in the designated place, marked out on the ground, 5 meters from the blind. The Dog loses the 5 points for barking, but the exercise carries on in the normal way.

If the Dog carries out the exercise to perfection, that is, discovers, barks without biting and keeps the Decoy under close guard, the Judge authorises the Handler to come and stand in the designated place, marked out on the ground, 5 meters from the blind, and the Decoy waits without moving until the Judge signifies that the Handler has got there. The Decoy then exits and fires a shot with forearm raised. The Decoy will try to make sure that the Dog is visible to the Handler for the order to stop biting.

The order to stop biting is issued by the Handler after the Judge's signal and the Decoy must become immobile at the beginning of the command, as at all of the commands during the escape attempts.

It is up to the Judge to be as precise as possible when calculating the number of meters in the escape attempts, those when the Decoy is running free and those when the Dog is holding on, the latter not being counted when adding up the penalty points. The Handler comes to disarm the Decoy, then immediately moves off to a distance of at least 3 meters to stand behind the Decoy, or the Handler can stay put after disarming. If forgetting to disarm, the Handler will be told by Judge to do so and the relevant points will be taken off.

The Judge gives the Decoy the sign to take the itinerary agreed on in order to arrive back at the Judge's table under the Dog's guard, while the Handler must follow behind the group, always at a distance of at least three meters, never in front and never on the side.

The Judge, who is better placed to have a complete picture of what is going on, is the one who motions to the Decoy to resume walking, while the escape attempts are made upon the initiative of the Decoy who is the only one able to see the Dog's reactions during the escort.

This is why, if the Dog for some reason, during a static phase, after being ordered to stop biting, manifestly loses interest, the Decoy naturally must take advantage of it and escape. Guarding the Decoy during the escort is the sole responsibility of the Dog, whose skill depends on its watchfulness and speed in reacting.

Consequently, the Handler must never get in the Decoy's way while the Decoy is walking or attempting to escape, nor behave in such a way as to influence the Dog. The Handler must come to a halt each time the Decoy attempts to escape, then order the Dog to stop biting after the Judge's signal. The Handler then goes and stands at the regulation distance behind the Decoy, who starts walking again only after the Judge's authorisation. If the Handler happens to be standing facing the Decoy, because of the latter's movements when trying to escape, no points are lost, but the Handler must return to the correct place laid down in the Rules immediately after the command to stop biting, so that the exercise can carry on as normal.

If the Decoy falls during one of the escape attempts, the Judge immediately calls a halt. The Handler orders the Dog to lie, helps the Decoy to stand up if need be, brings the Dog once more to guard the Decoy, then goes and stands in the regulation position at the regulation distance.

At whatever moment the fall takes place, the exercise still carries on to the end. The Handler incurs no loss of points due to any nipping, nor, when the Dog is once more being brought to guard the Decoy, because of any orders the Dog might be given. Any ambiguity in the Handler's attitude will be considered as an irregularity in commanding and lead to the Escort part of the exercise being nullified.

The same goes for the Decoy who must walk in a normal way and avoid at all costs any behaviour that might provoke the Dog into a fault (no sudden accelerating or slowing down, no changes of direction other than those laid down in the Judge's itinerary). During the escort, the Decoy tries to escape for a second, third then fourth time. The attempts are left to the Decoy's initiative. It is up to the Decoy to create approximately the same difficulties along the same distances in the Escort for all the dogs in the same Echelon of the competition. Since each Dog has its own way of working, the Decoy must study its behaviour, test its watchfulness and take advantage of the smallest loss of concentration to attempt an escape. Dodging is of course allowed. Also, if the Dog deserts the Decoy during the Escort by remaining more than two meters away after the compulsory escape attempts, then the Judge motions the Decoy to escape and points are taken off as at the other escape attempts.

During the escort, the Decoy must make a mental note of the nips, so as to be able to tell the Judge. At the end of the escort, the Judge sounds the horn to tell the group to come to a stop at about 10 meters from the Judges' table. The Handler orders the Dog to halt, using the command 'halte', followed by a compulsory positioning command and the order to guard the Decoy, then goes and puts the revolver on the Judges' table, without turning round or looking at the Dog before having handed in the weapon. The Handler then goes back to stand at a compulsory distance of at least 3 meters from the Dog, the Judge sounds the horn and the Handler calls the Dog to heel 'X... au pied' or blows the whistle.

The exercise is at an end when the Judge sounds the horn, after the Dog is back to heel, the Decoy being obliged to remain immobile until this occurs. If, during this time, the Dog does not keep the Decoy under close guard within a range of 2 meters, the Judge will get the Decoy to escape again, since the Dog has not fulfilled its mission to the very end. Points are taken off for the number of meters covered in the escape, in the same way as during the escort.

If, instead of discovering the Decoy concealed in the blind within the Ring, the Dog, in spite of the organisers' precautions, indicates the presence of the second Decoy in the Decoys' room outside of the Ring, the second Decoy must carry out the exercise instead of the first by following the Judge's instructions.

PENALTY POINTS DEDUCTIBLE FROM THE SEARCH AND ESCORT

DISCOVERY AND BARKING - 10 points, ESCORT - 30 points

1	Extra placing commands (4 are the authorised MAXIMUM, deducted from the points awarded the exercise) Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	Irregularity in placing	- 40
6	The Dog moves at the start: Up to 5 meters More than 5 meters	- 1 per meter - 40
7	The Handler is in contact with the Dog at the start	- 40
8	Irregularity in the command sending off the Dog to search	- 40
9	A brief gesture when sending the Dog off	- 5

10	The Dog starts before the Judge's authorisation	- 40
11	The Dog starts after the Judge's authorisation but before the command	- 10
12	The Dog starts after the Judge's authorisation and without the command	- 40
13	An extra command to search AT THE START	- 5 (only one allowed)
14	The Dog fails to set off in spite of the extra command	- 40
15	An extra command to search during the exercise (a follow-up)	- 5 (only one allowed)
16	The Handler influences the Dog during the search, or commits an irregularity in commanding	- 40
17	The Dog fails to discover the Decoy in the allotted time	- 40
18	The Dog discovers, barks and bites	- 2,5
19	The Dog discovers, bites and barks	- 5
20	The Dog discovers, fails to bark and bites	- 7,5
21	The Dog discovers, does not bite, does not bark	- 5
22	The Dog discovers, barks, fails to keep Decoy under guard within a range of 2 meters	- 1 per meter of Decoy's escape
23	The Dog discovers, fails to bark, does not bite and fails to keep Decoy under guard within a range of 2 meters	- 5 (failure to bark) and -1 per meter of Decoy's escape
24	The Handler goes running to the blind	- 10
25	The Handler fails to stand at the place marked out on the ground 5 meters from the blind	- 5
26	The Dog is irresolute at Decoy's exit or afraid of gunshot	- 10
27	The Handler forgets to disarm	- 2
28	The Dog lets the Decoy escape	- 1 per meter of Decoy's escape
29	Extra nip or renewal of hold	- 2 per fault or per second
30	Delay in releasing hold	- 2 per second
31	The Handler is not behind the Decoy or not at least 3 meters away during the escort	- 30
32	The Handler fails to become immobile at the start of the escape attempts (one step tolerated)	- 2 per fault
33	The Handler orders the Dog to stop biting before the Judge's signal	- 5 per fault
34	Commanding the Dog to stop biting when it is not holding on	- 2 per fault
35	Extra commands to stop biting	-2 at 1 st , - 3 at 2 nd , - 5 at the rest (per escape attempt)
36	At the end of the exercise, the Handler fails to order the Dog to keep the Decoy under guard or fails to order the compulsory position	- 2
37	The Dog fails adopt the position when ordered	- 1
38	The Handler turns round on the way to give in the Revolver at the Judge's table or fails to go and hand it in of his or her own accord	- 5
39	Extra recall to heel	- 2 only one allowed: after that, loss of the 5 points of the recall
40	The Handler fails to respect the procedure at the end of the exercise	- 5
41	The Dog is not to heel within 5 seconds	- 5

42	The Dog comes back too soon after the Judge's authorisation but before the recall to heel	- 2
43	The Handler does not order the Dog to heel at the end of the exercise	- 5
44	The Handler moves away before the horn signals the end of the exercise	- 5
45	The Dog is not to heel within 5 seconds	- 5

DEFENCE OF HANDLER - 30 points

SPECIFICATIONS OF THE EXERCISE

While the Decoy is preparing to begin, the Handler and the Dog go to the starting point as indicated by the Steward and follow the same positioning rules as for all of the exercises.

When the Judge sounds the horn, the Handler orders the Dog to heel 'X... au pied' and sets off in the direction shown by the Steward. The Decoy walks towards the group without any sort of provocation and following the Judge's instructions. The Dog must keep to heel and the Handler is not allowed to issue any kind of command after the start of the exercise. Both the Handler and the Decoy walk at an even and natural pace.

The Decoy comes up to the Handler and begins the conversation within a range of no more than 3 meters. The Handler must become immobile as soon as the conversation starts (one step tolerated), but not before then (or else 5 points are taken off the Performance Appraisal). The conversation lasts about ten seconds and is broken off on a sign from the Judge.

Without getting in the Handler's way the Decoy walks on as before for another 5 steps, while the Handler immediately sets off again in the initial direction without changing pace, without behaving differently or talking to the Dog, who must accompany the Handler. The Decoy comes back towards the Handler without running, threatening or overtaking. At one meter from the Handler, the Decoy assaults from behind in an unambiguous way as if delivering a blow, using one or both hands depending on the echelon or the event. In Echelons I and 2, the assault must be made with both hands and in the Brevet with one hand, while the other arm is raised to fire the shot. In Echelon 3, the assault must be unambiguous and may be made with only one hand, necessarily in the competitor's back. In every case, the sound of the assault must be clearly audible. The Decoy must not escape after assaulting, but is then allowed to use craft or speed to avoid getting bitten. After assaulting, a dodge or a maximum of two steps backwards are allowed in order to put up an opposition. Similarly, once bitten, the Decoy is not allowed to remain static.

The Decoy must neither grab nor haul at the Handler. The Dog must bite the Decoy with spontaneity.

As soon as the assault occurs, the Handler must move away to more than 3 meters from the action. Encouraging the Dog is not allowed (except in the Brevet and then only after the Dog has started biting). Ten seconds after the assault, the Judge sounds the horn and the Handler must become immobile and immediately order the Dog to stop biting: 'X... halte'.

As soon as this command is issued, the Decoy becomes immobile, the Dog must release its hold and keep the Decoy under guard within a range of 2 meters for the duration of 5 seconds.

At the Judge's signal, the Handler calls the Dog back to heel: 'X... au pied'.

The exercise is at an end when the Judge sounds the horn, as soon as the Dog is back to heel and immobile.

PENALTY POINTS DEDUCTIBLE FROM HANDLER DEFENCE

1	Extra placing commands (4 are the authorised MAXIMUM, deducted from the points awarded the exercise) Beyond 4, end of exercise)	- 0.5 per extra command
2	The Dog is not placed within 30 seconds (even if fewer than 4 extra commands)	End of exercise
3	The Handler fails to order the starting position	- 2
4	The Dog fails to obey the given order of the starting position	- 1
5	The Dog moves more than a meter	- 1
6	Irregularity in placing	-30
7	The Handler is in contact with the Dog at the start	-30

8	Irregularity in commanding	-30
9	The Dog moves away from the Handler during the walk leading up to the meeting or the conversation	-30 If distance more than 5 meters -2 per meter if distance less than 5 meters
10	A nip or biting before conversation	-30
11	Commanding before the end of the conversation or Handler's demeanor unnatural	-15
12	A nip or biting during the conversation	-15
13	Commanding between the conversation and the assault	-10
14	The Dog moves away and comes back without being told after the conversation	-0.5 per meter
15	The Dog goes round in front of the Decoy in accompaniment after the conversation and without biting	-1 per meter (-5 maximum)
16	The Dog bites after the conversation	-10 At whatever distance when the Decoy is walking away -2 per meter when the Decoy is coming back
17	The Handler behaves or walks in an unnatural way before or after conversation	-5
18	The Handler encourages the Dog when biting	-30 Except during the Brevet where encouraging is authorised once the Dog has taken hold
19	The Dog does not defend the Handler or is unable to bite the Decoy before the 10 seconds are up	-30
20	The Dog manages to bite before the 10 th second	-2 per second not holding
21	The Dog releases its hold after biting (whether it renews it or not)	-2 per second not holding
22	The Handler is standing less than 3 meters away during the Defence or when ordering the Dog to stop biting	-5
23	The Handler does not become immobile at the Judge's signal authorising the order to stop biting	-5
24	A nip after the order to stop biting	-2
25	Ordering the Dog to stop biting too soon	-5
26	Delay in letting go	-2 per second
27	Extra commands to stop biting	-2 at first -3 at second -5 at the rest
28	Dog not holding on when ordered to stop biting	-2
29	The Handler fails to call the Dog to heel at the end of the exercise	-5
30	Extra recall to heel	-2 only one allowed: any more and the 5 recall points are lost
31	Dog does not guard Decoy during the 5 seconds after the order to stop biting	-5
32	The Dog is not to heel within 5 seconds	-5
33	The Handler moves away before the signal for the end of the exercise	-5
34	The Dog comes back too soon after the Judge's authorisation but before the recall to heel	-2

READY RECKONER FOR PERFORMANCE APPRAISAL

BREVET		ECHELON 1		ECHELON 2	
Points obtained	Performance Appraisal	Points obtained	Performance Appraisal	Points obtained	Performance Appraisal
22	1	68	0.00	132	0
23	1.10	69	0.10	133	0.20
24	1.20	70	0.20	134	0.40
25	1.30	71	0.30	135	0.60
26	1.40	72	0.40	136	0.80
27	1.50	73	0.50	137	1
28	1.60	74	0.60	142	2
29	1.70	75	0.70	147	3
30	1.80	76	0.80	152	4
31	1.90	77	0.90	157	5
32	2.00	78	1.00	162	6
42	3.00	88	2.00	167	7
52	4.00	98	3.00	172	8
62	5.00	108	4.00	177	9
72	6.00	118	5.00	182	10
82	7.00	128	6.00	187	11
92	8.00	138	7.00	192	12
		148	8.00	197	13
		158	9.00	202	14
		168	10.00	207	15
		178	11.00	212	16
		188	12.00	217	17
				222	18
				227	19
				232	20
				237	21
				242	22
				247	23
				252	24
				257	25
				262	26
				267	27
				272	28

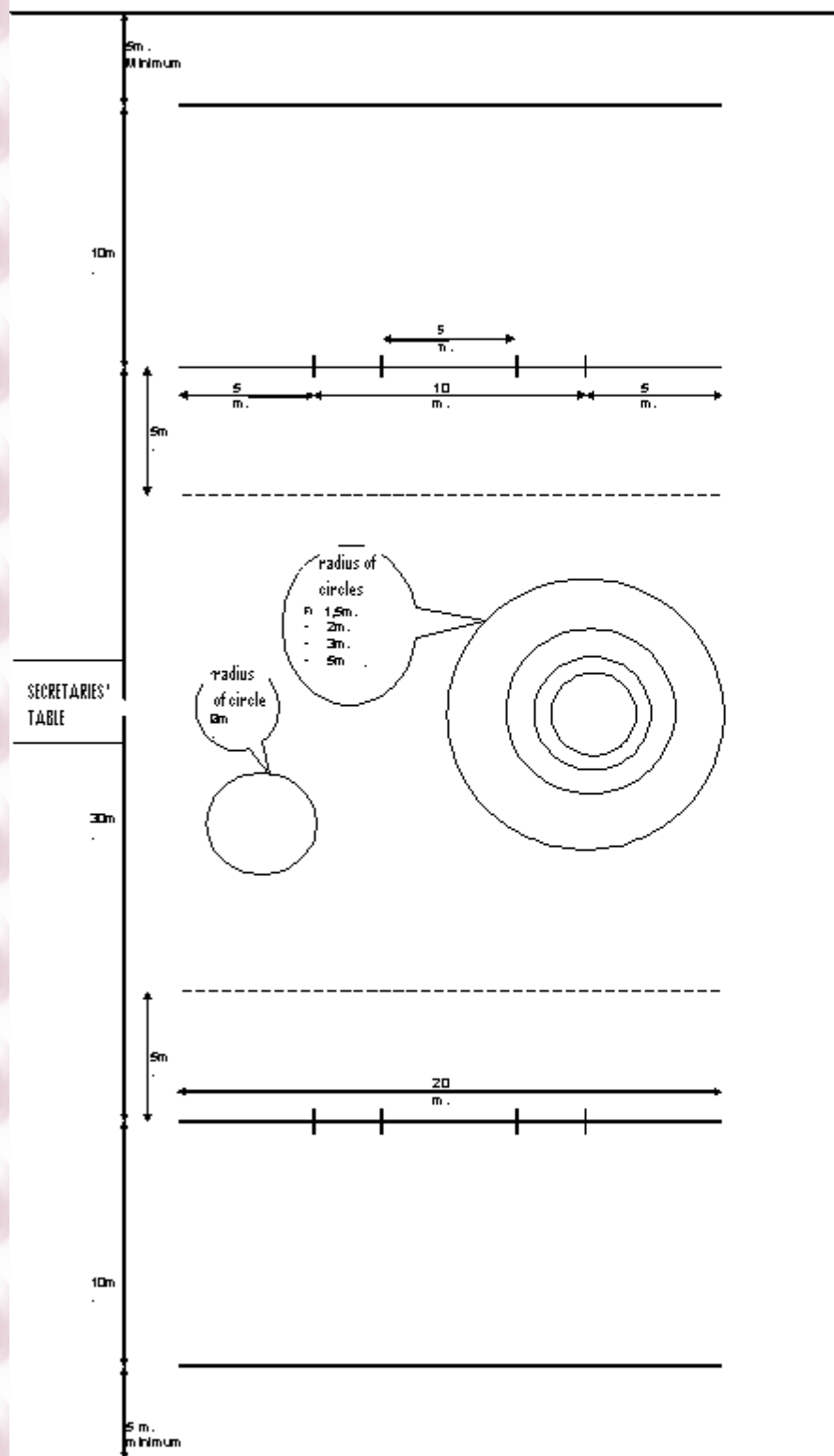
ECHELON 3

In Echelon III, the Performance Appraisal is calculated by taking a percentage of all the points obtained and which is 10% of the total.

However, when awarding Performance Appraisal points in all of the echelons, as well as in the Brevet, circumstances will suggest to the Judge whether or not to adjust all or some of the points in the 10% of a particular exercise.

In addition, any show of rudeness on the part of a competitor allows the Judge to intervene by making use of the points in the Performance Appraisal in the way set out in Chapter 1 under the heading 'Presentation'.

Example of a field marked out for a Ringsport competition



BREVET

	Exercice	Cotation
1	Suite en laisse	4
2	Appât lancé (un seul)	10
3	Suite sans laisse (Chien muselé)	8
4	Absence du Conducteur pendant une minute (Chien couché)	10
5	Défense du Conducteur (deux coups de feu seront tirés au cours de cet exercice)	30
6	Attaque lancée à 30 mètres (durée 15")	30
	Allure générale (Voir ventilation en fin de manuel)	8
	Total	100

Échelon I

1	Saut (au choix): Haie (de 0m90 à 1m) Longueur (3m à 3m50) Palissade (1m70 à 1m90)	12
2	Suite en laisse	4
3	Suite sans laisse, Chien muselé	8
4	Absence du Conducteur pendant une minute (Chien couché)	10
5	Rapport d'objet lancé	4
6	Positions (Chien couché ou assis au départ)	20
7	Refus d'appât lancés (quatre) (pas d'appâts au sol)	10
8	Attaque de face	30
9	Défense du conducteur	30
10	Attaque fuyante	30
11	Attaque au revolver (avec Garde au Ferme)	30
	Allure générale (voir ventilation en fin de manuel)	12
	Total	200

Échelon II

1	Saut en Longueur (3m à 3m50)	12
2	Saut de la Haie (0m90 à 1m10)	16
3	Escalade de la palissade (1m70 à 1m80)	10
4	Suite en laisse	4
5	Suite sans laisse, Chien muselé	8
6	Absence du Conducteur pendant une minute (Chien assis ou couché)	10
7	Rapport d'objet lancé	4
8	Rapport d'objet au vu	8
9	Positions (Chien debout, couché ou assis au départ)	20
10	Refus d'appâts lancés (4)	10
11	Refus d'appâts au sol (6)	10
12	Attaque de face	30
13	Défense du Conducteur	30
14	Attaque fuyante	30
15	Attaque au revolver (avec Garde au Ferme)	30
16	Recherche et accompagnement de l'H.A.	40
	Allure générale (voir ventilation en fin de manuel)	28
	Total	300

Échelon III

1	Saut en Longueur (3m à 4m50)	20
2	Saut de la Haie (0m90 à 1m20)	20
3	Escalade de la palissade (1m70 à 2m 30)	20
4	En avant	12
5	Suite en laisse	4
6	Suite sans laisse, Chien muselé	8
7	Absence du Conducteur pendant une minute (Chien assis ou couché)	10
8	Rapport d'objet lancé	4
9	Rapport d'objet au vu	8
10	Rapport d'objet à l'insu	8
11	Positions (Chien debout, couché ou assis au départ)	20
12	Refus d'appâts lancés (4)	10
13	Refus d'appâts au sol (6)	10
14	Attaque de face	30
15	Attaque fuyante	30
16	Attaque arrêtée de face	20
17	Attaque au revolver (avec Garde au Ferme).	30
18	Défense du Conducteur	30
19	Recherche et accompagnement de l'H.A.	40
20	Garde d'objet	30
Allure générale soit 10% des points obtenus.		36
Total		400